PROJECT PLAN

Z 7layers

Version: 3 - week 5

- **Date**: 18-3-2019
- **Tutor**: Mikaeil Shaghelani Lor
- **Client**: Emin Thaqi
- **Group members:** Mohamad Wissam Alhamwi – Dimitrije Guteša- Radu Pavel- Borislav Pavlov

Version Table

Version	Date	Working on :
1.0	06-02-2019	Project plan draft
2.0	13-04-2019	Adding subtitles till phase 1
3.0	18-3-2019	Finishing whole file and waiting for feedback

Table of Contents

1-Project statement:

In this document, we will describe all process and steps and how we plan to do an international music festival project for Mr. Emin Thaqi. He chose us to do the job because our company have a good profile saying that we are one of the best in Netherlands and he can be sure that we will satisfy his expectations\.

The structure of the project plan is divided into the following subjects:

the formal client, the project leader and the team, the current situation, the problem description, the project goal, the deliverables and non-deliverables, the constraints and the risks.

1.1 Formal Client:

Our client is Mr. Emin Thaqi, he has a company that organizes an international music festival every year and he has contracted our company to implement a software solution for this event

Contact Information:

- **Name:** Mr. Emin Thaqi
- **Company:** Fontys Hoge school ICT
- **Address:** Rachelsmolen 1, 5612 MA Eindhoven
- **Room** R1 2.40
- **Email:** e.taqhi@fontys.nl
- **Phone nr:** 088 508 70 02
- **Mobile nr:** 06 108 52 870
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1.2 Project Leader:

The team leader of the project is Borislav Pavlov. The leader will provide guidance, instruction and direction to the all members of the group and also will ensure everyone to do their work.

Borislav Pavlov	borislavgeorgiev66@gmail.com
Radu Pavel	r.radu@student.fontys.nl
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Wissam Alhamwi	w.alhamwi@student.fontys.nl

1.3 Current Situation

The situation that led our client to our service is the lack of control and management of music festivals he's company organizes. As the popularity of his festival increased, more and more people started to get interested in it which lead to much larger live audience. He found It hard to manage all the users coming to him and to pay all the staff responsible for the organization and maintenance. Our client hopes that we will help him reduce the cost of organizing these events an also maximize his profit by introducing new business models with banks and renting companies. The accent was on the identification problem of a large-scale group. He wants to make sure that everything will run smoothly and is easy to apply and have fun on his festival.

1.4 Problem Description

The main reason our client needed our help is to solve the problem of managing a large-scale event. With the increase of interest in his festivals he needs a long-term solution for keeping track of large group of people within the festival. Big part of his problem is Identification of the users and their actions from the moment they get a ticket until they log out. Most of the issues that we are going to discuss during the project will be:

- Fully implemented website connected with a database system
- Applications which will be connected with the database:
    1. Admin Panel
    2. Shop application
    3. Loan shop application
    4. Application for manipulating the ATM log file
    5. Event entrance application
    6. Camping entrance application
    7. Event leaving application
- Identification methods:
    1. Barcode scanner
    2. RFID – Chip

1.5 Project Goal

The goal of this project is to develop and implement the software solution for our client's problem. We will make a website for the event and also Windows Form applications which will be used by the employees in the event. This software should cover all of our client's requirements and hopes. Our goal is to maximize the simplicity of applying for the festival and managing the people who are attending. Profit increase is desirable.

The end result would be a fully implemented website and event applications for the employees which will make the work way more easy not only for the employees but for the customers. Both the website and the applications will be connected with a database which will make everything dynamic and secured.

1.6 project Deliverables and non-deliverables

Deliverables:

- A software solution which will make the work for both the employees at the event and the client to work with the customers and check the status of the event way more easy and simply.
- A database supporting all the applications and website
- Agenda and minutes of every meeting
- Process records
- A design document of this event

Non-deliverables

- A real ATM machines
- A translation of the website in different languages
- A manual of the applications

1.7 Project constraints

- Time: We have to finish the project in 14 weeks, until the end of the second semester
- Programming language: The Windows applications should be programmed in an object-oriented language with which all members are familiar, e.g.: C#. The application has to obey the principles of the object-oriented approach.
- Sharing documents: Our documentations have to be shared to our tutor and client using GitLab
- Every week there is a meeting with the group and the tutor. There should be an agenda and you should make minutes of every meeting. The agenda should be distributed at least one working day before the meeting. Minutes should be distributed at most one working day after the meeting
- The website should run on the Iris server of FHICT. We have to use the technologies learned in WEB1 and WEB2.

1.8 Project risks

1.Failing to complete all the project features on time

- Probability: Medium
- Impact: High
- Prevention: Set up meeting every week to check on each other's work

2.A team member drops out

- Probability: Low
- Impact: Enormous
- Prevention: More team communication

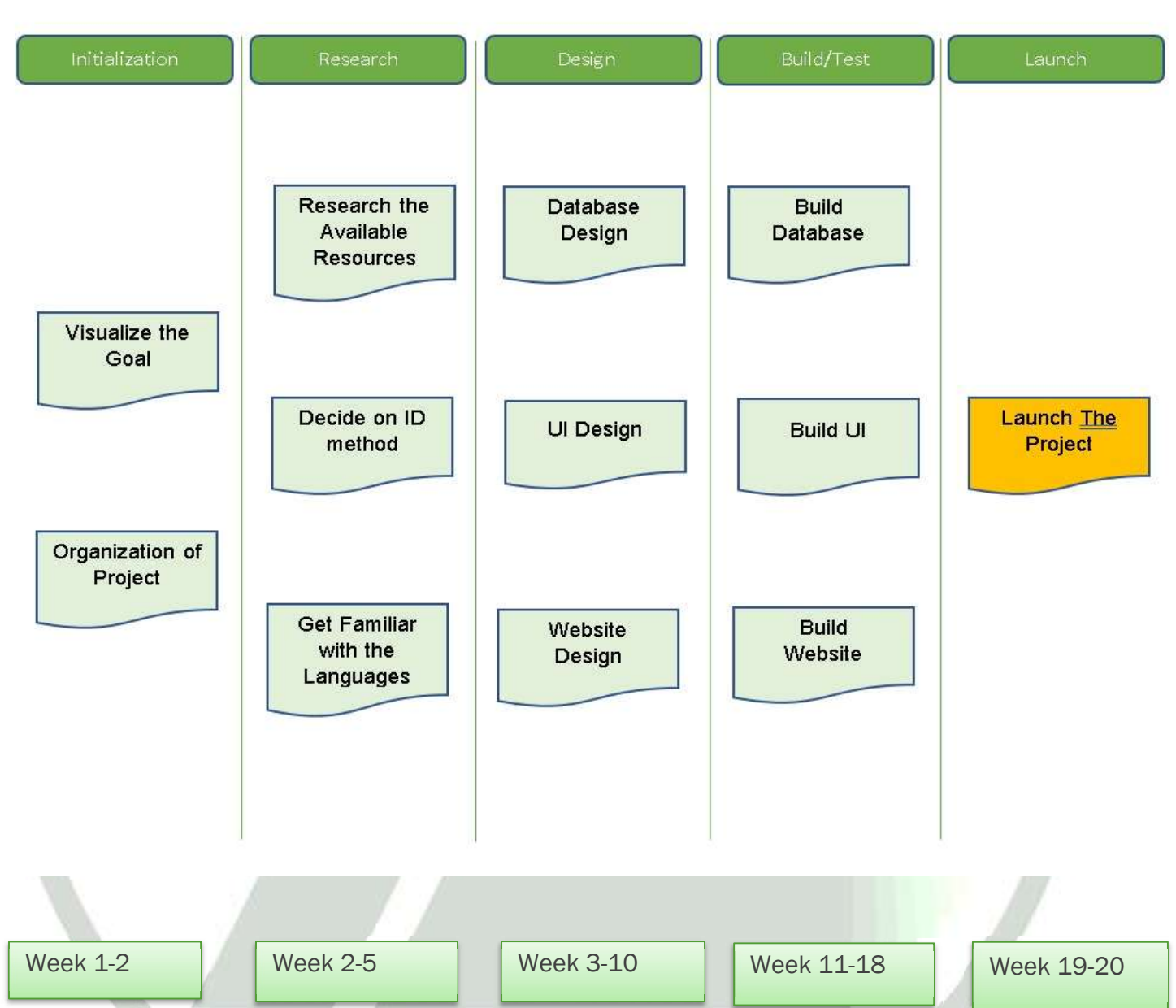### 3.Misunderstanding of the requirements

- Probability: Medium
- Impact: Medium
- Prevention: Keep constant communication with the tutor and client

4.Not being able to fully implement a deliverable

- Probability: Medium
- Impact: Medium
- Prevention: Research and good documentation of every deliverable

2-Project phasing

Initialization	Research	Design	Build/Test	Launch
	Research the Available Resources	Database Design	Build Database	
Visualize the Goal	Decide on ID method	UI Design	Build UI	Launch The Project
Organization of Project	Get Familiar with the Languages	Website Design	Build Website	

Week 1-2	Week 2-5	Week 3-10	Week 11-18	Week 19-20

PHASE 1: Initiation

Activities:

- Get familiarized with the idea of the project
- Set a meeting with the client for more information
- Create a name and logo for the group

Duration: 2 weeks

Deliverables:

- Draft of the project
- Logo
- Name

PHASE 2: Research

Activities:

- Decide what kind of identification method will be used
- Make a discussion about the content of the database
- Work on the Setup Document
- Work on the Process Report

Duration: 3 weeks

Deliverables:

- Setup Document
- Process Report
- Agendas and minutes of every meeting

PHASE 3: Design

Activities:

- Work on the website (static part)
- Design the database
- Decide a database system
- Design the GUI for the applications

Duration: 7 weeks

Deliverables:

- Wireframes, site map and static part of the website
- The design of the database
- The design of the applications

Phase 4: Build

Activities:

- Building the Website
- Building the database
- Building the app

Duration:

Deliverables:

- Full solution for customer what can let them buy the tickets and provide the information according to the line-up as well.
- Full solution applications:
- Check and checkout apps
- Camping entrance apps
- Admin panel apps
- Application for loan stands
- ATM log
- ID method
- A database that connect to the website and all the applications.

Phase 5: Test

Activates:

1.Testing the website

- Testing the website like front-end functionalities such as buttons, links, images, positioning etc and buying of the tickets.

2.Testing the apps

- Testing Check and checkout apps
- Testing Camping entrance apps
- Testing Admin panel apps
- Testing Application for loan stands
- Testing ATM log
- Testing ID method

3.Testing the database

- Testing for analysing with the website and the apps.

Duration:

Deliverables:

- Working website, apps and database flawlessly.

Phase 6: Launch

After completing all the creations and tested it for working properly, its launched to be used. It will be ready to work then.

Skills:

For the final product in this project the team need to have many kinds of skills in order to deliver. There is Data below.

1- Research Skills: In this project research Is a mandatory skill. For the best and most efficient solution we need to focus on the request and problems from the different sectors and try to solve it in different approaches.

2- Programming Skills: Becoming successful in this project we need be a professional in programming languages such C# and PHP. Through these languages we can design the database and deliver the final application, for this programming is most mandatory.

3-Project Management Skills: For getting the final project objectives, every project must follow a certain method and approach. As a professional we need to structure the plan and dividing the tasks and etc and it helps us to get the more experience and knowledge.

4- Design Skills: It's very important for an application and website to be good structed and meaningful, so for every team its required to have this skill as a must. For this project we used the combination of different applications and resources to design the app and website.

5- Communication Skills: It's very important for every project to have good Communications between the teams to share their problems, Bugs, defaults to discuss and get an easy solution in time. In other hand we must make good communications with the client as well to satisfy with his desires as much as possible. In another way communications for the stakeholders is also Bad.

Information Table:

We have a table for fast and relabel sign language for communication in between the team, with client and tutor.

M=make, **R=**receive, **Di=**discuses, **A=** Approve, **AR=**Archive, **S=**send, **U=**update

Person	Project Plan	Documents	Weekly Meeting	Website and Apps
Team	M-S-U		M-S-AR	
Tutor	R-DI		R-DI-A	
Client	R		R-DI-A	