***GamesLibrary***

Project Plan

**Logo, company name

Description automatically generated**

**Date:** 23/02/2023

**Made by**: Jarno Dijkmans

**Version:** Version 1.0

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# 1.0 Project definition

This project involves developing an online game store for a school project called "GamesLibrary." The aim of this project is to enhance user experience and usability, while also improving my software knowledge. The application will provide features such as buying options, game details, search options, and hire options. Initially, the application will only be available for PC users.

## 1.1 Client

"Thijs Naus is my object-oriented programming teacher who, along with John Wijnen, will evaluate and provide feedback on my project. They will identify areas for improvement and offer suggestions for enhancement."

Contact person: Thijs Naus  
Email address: [t.naus@fontys.nl](mailto:t.naus@fontys.nl)  
Phone number: +0885073327

“John Wijnen is my web-application development teacher who, along with Thijs Naus will grate this project.”

Contact person: John Wijnen  
Email address: [john.wijnen@fontys.nl](mailto:john.wijnen@fontys.nl)  
Phone number: +0885080449

## 1.2 Team

“My name is Jarno Dijkmans, and I will be serving as the project manager for this individual project. I have experience in software, and I am excited to lead this project to success.”

Contact person: Jarno Dijkmans  
 Email Address: [513745@fontys.student.nl](mailto:513745@fontys.student.nl)  
 Phone number: +612137055

## 1.3 Current situation

As second-semester ICT students, we have been assigned the task of creating and completing an individual project based on our own interests. This project must be challenging yet achievable, given my current experience and knowledge. From the initial stages of development to the final product, my goal is to construct an exceptional application.

## 1.4 Problem description

Many gaming enthusiasts want to play the latest games available on the internet, but the high cost of these games can be a significant obstacle. As a result, some gamers may choose to wait for sales or purchase older games, which can limit their enjoyment of the latest titles.

## 1.5 Project goal

The main objective of this project is to enhance my knowledge and skills in the field of software engineering. Additionally, I strive to develop an application that provides ease of use for users and can be extended in the future.

## 1.6 Deliverables

* Functional online games store application for pc users, including features
* Project plan
* Documentation
* Prototype
* User interface design
* Test results and evaluation reports
* Final project report
* Presentation slides
* Software files

## 1.7 Non-deliverable

* Status report and progress updates
* Meeting agendas and minutes
* User manuals
* Management documents and risk assessments
* Hardware

## 1.8 Constraints

Initiation: 23 February 2023  
deadline: 16June 2023

* Focus points on creating extendable application.

# 2. Phasing

Throughout the duration of the project, I intend to keep track of the deliverables outlined by our instructors. While the exact timeline for these deliverables has yet to be defined, I have established a preliminary schedule for their completion. Please note that this schedule is subject to change as the project progresses.

* Prototype (5 hours)
* Ideation documents (3 hours)
* Project plan (12 hours)
* URS (15 hours)
* Test plan (8 hours)
* UML class diagram (4 hours)
* HTML/CSS wireframe (40 hours)
* Database design (8 hours)
* Start coding program (80 hours)
* Continue coding
* Creating html/CSS pages based on code (80 hours)

***257 Hours***

* Test program/ functionality (4 hours)

*Methodology*

The 'GamesLibrary' project will utilize the Agile methodology, which is based on four fundamental values:

* Placing emphasis on individuals and interactions over processes and tools
* Prioritizing working software over comprehensive documentation
* Prioritizing collaboration with the customer over negotiating a contract.
* Preferring responding to change over following a plan.

To uphold these values, the Agile development approach entails breaking down the project into short iterations, typically lasting between two to four weeks. At the end of each iteration, I will review my progress and determine what tasks need to be completed next. Additionally, I will engage in regular discussions with the client to ensure that their expectations are being met. To facilitate the Agile methodology, I plan to utilize Trello, a tool that enables users to visualize their tasks and track their progress.