

Project plan

Project Ancient toys

Great Greek Love
Athens

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Communication

Version	Date	To

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1. Project Assignment

1.1 Context

Project Ancient toys is a part of the company Great Greek Love a company owned by Fenia Xatzimixail. With the company Great Greek Love Fenia wants to make tourist that come to Greece get to know more about the beautiful history of ancient Greece. With the project *Ancient toys* Fenia wants to bring the attention to the toys kids played with in ancient Greece, What type of toys did they have? How did they play with them? Are there toys from ancient Greece that are still used today?

1.2 Goal of the project

The goal of the project is to inform tourist that want to come to Greece about the beautiful history of ancient Greek toys trough a website were customers are able to:

- Get more information about the ancient toys their history
- Are able to buy the toys that are made by Fenia
- Play interactive games with/about the ancient toys

1.3 The assignment

Our client wants to have a website to display her art, sell the art, read the history behind the art and simple game to get to know the art in a fun way. We're going to achieve this by doing some good research on what the website should have and what not. Here is a list of what we think the website needs and don't need:

Needs

- Option to buy the products
- Option to see the history behind each individual artwork.
- Clear contact option (for museum and other art places).
- A easy fun game to play based on an art piece.

Don't needs

- A lot of unnecessary info
- Messy design so the user get confused
- To in dept contact options (live chat etc.)
- Unnecessary Greek info that don't relate to the art

1.4 Scope

The project includes:	The project does not include:
1 High end prototypes	1 Paper prototype
2 User testing throughout the whole project	2 Stand up with the client
3 Update with improvements / question with the client every week.	

1.5 Conditions

To make sure we perform the best, we need to stay in touch with the client. We need to update her as much as possible so we actually make something she likes. Because she lives in Greece, our most important thing and biggest risk is communication. We need to make sure it's easy for both of us to contact each other. We already thought of some ways of doing this, by email of course and where needed we schedule a team's meeting.

1.6 Finished products

Website – a working website where there will be information about ancient Greek toys, and the option to buy an ancient Greek toy

Interactive game – An interactive game for customers to play with the ancient Greek toys “plaggona”

1.7 Research questions

--How did you come up with the question? –Add sub questions

How can we inform people about the beautiful greek history through Fenia her art on a website?

2. Approach and Planning

2.1 Approach

-more info about approach

Every week we do a stand up with the group members at the beginning of the week to discuss what our goals are for the week. We write down the goals for that week with a estimated time we need for it and order it based on it importance. During the week we keep track if we going to finish it or we might need some extra time. This way we can make sure all group members are doing equal tasks. We keep contact with WhatsApp if we have for example some new ideas.

Our files are shared in the cloud so everyone can access them and we don't have to worry about losing the files. If the client wants, we can share the files with her as well so she can read it whenever she likes.

We know that the OIL has some whiteboards so we're going to make sure that we use them to write things down as a remember and a schedule to see what we have done and what needed to be done.

2.1.1 Test approach

When it comes to testing we already have thought of some different ways to test. Before testing we create a plan on how to test each tasks. For the website we want to let other artist test them to see if they feel like they're missing something, we think other artists are very important as of course they have a different view on things as us. Besides that we also going to test it with the target group of course. See how they react on the website and let them do some test to make sure the website is accessible for everyone.

That is our main testing, during the project we will test more if needed but our main focus will be the website and the functions it has.

2.2 Research methods

--Connect to sub questions

Best good and bad practices:

Look for other projects like this and see how they did it and ask ourself why they succeed or failed.

Competitive analysis:

To find the right target group and understand how we going to target them.

Design pattern research:

Look at what design we want to implement into our project, we have to think about branding.

Swot analysis:

Have a overview of what needs to be done and setting goals we need to achieve inside a certain amount of time.

Interview & survey:

Test the thing we came up with to see if it fits the target group and adjust things where needed.

Prototyping:

See how the potential target group navigate through the website. Is it flawless or do we need to adjust some things according to their needs?

Product review:

Ask feedback from the client, teachers & other students to make sure everyone is happy with the end result.

2.3 Breakdown of the project

1. Get to know the client and their art a little more.
2. Make a plan when we sure we know what the client wants.
3. Ask for feedback from the client after the plan.
4. Start doing some surveys to see if we might missed something.
5. Adjusting the plan based on the surveys.
6. Update the client with the updated plan after the surveys.
7. Start prototyping.
8. User testing with our prototype.
9. Adjust the prototype after testing if needed.
10. Get a final review from the client.
11. Start building the webpage.
12. Start building the game.
13. Merge everything together & final thought from the client.
14. Finishing touches.

2.4 Time plan

Phasing	Effort	Start	Ready
1 Making a plan & get reflection from the client	+++	28-02	07-03
2 User research & surveys	++	08-03	13-03
3 Prototyping & testing	+++	14-03	28-03
4 Reflection from client	+	29-03	30-03
5 Start coding	+++	30-03	10-04
6 Reflection from client	+	11-04	13-04
7 Finishing touches	++	13-04	18-04

3. Project Organization

3.1 Team members

Name + Phone + e-mail	Abbr.	Role/tasks	Availability
<i>Jasper van den Heuvel</i> +31 619009293 <i>Jasperheuvel13@Gmail.com</i>	<i>Leader of the team (makes sure everyone does their work)</i>	<i>Leader, Front-end lead developer</i>	<i>4 (working)days a week</i>
<i>Koen Hillbrands</i> +31 641486277 <i>koen.hillbrands72@gmail.com</i>		<i>Front-end developer</i>	<i>4 (working)days a week</i>
<i>Maksymilian Rechnio</i> +48 609 409 779	<i>Ensures communication between the team and the stakeholders</i>	<i>Documentation and communication</i>	<i>4 (working)days a week</i>
<i>Vincent Kormelink</i> +31 633096830			<i>4 (working)days a week</i>

3.2 Communication

Team members:

How often: Almost daily

How:

- Stand-ups
- WhatsApp

Teacher:

How often: Weekly

How:

- In class
- E-mail

Stakeholders (project owner):

How often: The goal is once in 2 weeks to keep the stakeholder up-to date

How:

- E-mail

3.3 Test environment

Does not apply

3.4 Configuration management

We will manage all our files in a git repository

Heuvel,Jasper J. van den > Devo > Activity

All Push events Merge events Issue events Comments Wiki Designs Team



Heuvel,Jasper J. van den @1514889

1 week ago

➔ Pushed new branch [main](#)



Heuvel,Jasper J. van den @1514889

1 week ago

🎯 Created project [Heuvel,Jasper J. van den / Devo](#)

Request to access this repository? Please contact Jasper van den Heuvel (Jasperheuvel13@gmail.com)

4. Finance and Risks

4.1 Cost budget

At the moment there are no plans that will cost extra for the project.

4.2 Risks and fall-back activities

Risk	Prevention activities included in plan	Fall-back Activities
1 Team members get sick	Make sure the work is available to all team members, so they can keep on working..	Divide the work between team members.
2 Files get lost	Making daily back-ups to the git repository.	Redoing the work but dividing it between team members to complete it faster.
3 Hardware breaks	Being care full with our own and each other's hardware.	Repairing the hardware.

5. Other

Does not apply