Project plan

Luna

Fenia
Greece

Date	:	**28-02-2023**
Version	: 1.0	
Status	:	**Status**
Author	:	**Author**

Version

Version	Date	Author(s)	Amendments	Status
1.0	14.02.2023	team	started with the main brainstorming	In progress
1.1	28.02.2023	team	filled in what we discussed last time	In progress

Table 1: What updates were made during the semester

Communication

Version	Date	To

Table 2:

Index

1. Project Assignment

1.1 Context

"**Great Greek Love**" is a small business that wants to sell ancient Greek toys.
The main goal of the site will be:
To create a site about her products where you can buy the toys.

The things that should be included:
- The history of each toy.
- Create an interactive game on the website. (How the toy was used while playing the game).
- 1 site sells to the target group the other sells to the museum.

1.2 Goal of the project

The main goal is **to create a playful and elegant promotional website for selling**.
The problem: There isn't a way for our client to sell her ancient Greek toys.
Desired situation: We create a playful & professional website for our client that includes some info on the toys and also a game that has the toys incorporated in it.
The possibilities the result offers: We expand our knowledge on specific features, like a working buying system and the basics on making a game.

1.3 The assignment

The main idea is built around a working selling website.
This website should definitely be playful and yet professional.
It also should have an interactive game in the website, (doesn't have to be a full on game but just something that works as a game.

1.4 Scope

To make this as concrete as possible so that there are no misunderstandings between you and your client.
We created a scope iIn this paragraph.
Please view table 3.

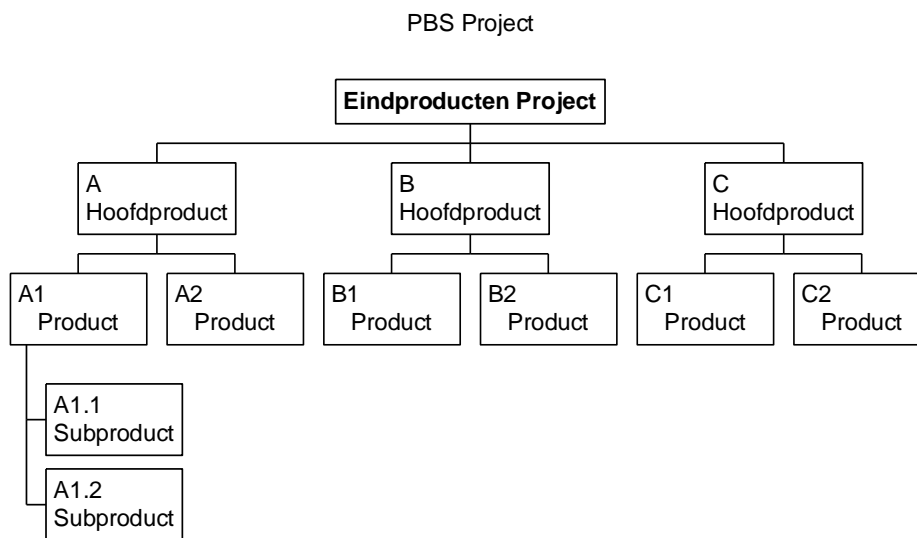| The project includes:	The project does not include:
1. An interactive website	1. Offensive or inappropriate imagery
2. Somewhat of a working game	2. A full on working game
3. Working e-commerce mechanism	3. Modern cultural or political references

Table 3: Clearly described what's the inside scope of the project

1.5 Conditions

*Does not apply

1.6　Finished products

<<A Product Breakdown Structure of the end and intermediate products that the project will deliver with a short description in text of each product. The end products are more than the project plan and the product itself. Also, for example, requirements and architecture documents and research and test reports are typical parts of a PBS. These documents are important for the relevant stakeholders during development as well as during the transfer and during the management phase. During the project you can change the PBS and you can add or remove products in consultation. >>

PBS Project

```
                        Eindproducten Project
        ┌───────────────────────┼───────────────────────┐
    A                       B                       C
    Hoofdproduct            Hoofdproduct            Hoofdproduct
   ┌──────┴──────┐         ┌──────┴──────┐         ┌──────┴──────┐
 A1          A2          B1          B2          C1          C2
 Product     Product     Product     Product     Product     Product
   │
   ├─ A1.1
   │   Subproduct
   └─ A1.2
       Subproduct
```

1.7　Research questions

How to create a playful and elegant promotional website for selling "Ancient Greek "toys crafted by an artist Fenia?

1. What is considered playful for the target audience?

2. What is the target audience?

3. What is an elegant product?

4. How to promote the product?

5. How do we implement the e-commerce mechanism?

6. Who's Fenia the artist?

7. What are Ancient Greek Toys about?

8. What is the background of Ancient Greek Toys?

9. How do we make website interactive?

2.   Approach and Planning

2.1   Approach
We will be using the scrum method, length of sprints.
Sprint 1: week 1-3
Sprint 2: week 4-7
Sprint 3: week 8-11
Sprint 4: week 12-16

2.2   Research methods
In this section we will describe which methods we will use to answer the most important questions within our project. We also put the specifics of the methods in between the brackets.

1. **What is considered playful for the target audience?**
   - Library research. (**A/B testing**)
   - Survey
   - Interviews
   - Ideation (Get ideas on the design)
   - Sketching
   - Prototyping(See if it fits the theme using (interactive) prototype on users)
   - Peer review (Get feedback on the feel of the website)

2. **What is the target audience?**
   - Survey
   - Expert Interview (Fenya)

3. **What is an elegant product?**
   - Library research. (**A/B testing**)
   - Survey.
   - Interviews
   - Ideation (Get ideas on the design)
   - Sketching
   - Prototyping (See if it fits the theme using (interactive) prototype on users)
   - Peer review (Get feedback on the feel of the website)

4. **How to promote the product?**
   - Competition analysis. (see how other websites ad companies promote this)
   - Trend analysis

5. **How do we implement the e-commerce mechanism?**
   - Library research. (**Usability test**)
   - Ideation (Get an idea on how to make this)
   - Prototyping (See if it works using interactive prototype on users)

6. **Who's Fenia the artist?**

- Expert interview. (Fenya)

7. What are Ancient Greek Toys about?
- Expert interview. (Fenya)

8. What is the background of Ancient Greek Toys?
- Expert interview. (Fenya)

9. How do we make website interactive?
- Library research (**Literature study**)
- Ideation (Get an idea on how to make this)
- Prototyping (See if it works using interactive prototype on users)

2.3   Breakdown of the project

Sprint 1: week 1-3= Empathy phase (introducing students to the basic ins and outs of the empathise phase, focus on pre-research, empathy mapping)

Sprint 2: week 4-7= Define phase (Team mission statement: Project details, User requirements, Functional requirements, Database/data flow diagrams.

Sprint 3: week 8-11= Ideation phase (Sketching, Brainstorming, Brainwriting, Worst Possible Idea, and a wealth of other ideation techniques.

Sprint 4: week 12-16= Testing phase (Interactive prototyping, A/B testing etc.)

2.4 Time plan

In this section we have made a gantt chart, where each colour symbolises a sprint week.
Please look at the image below.
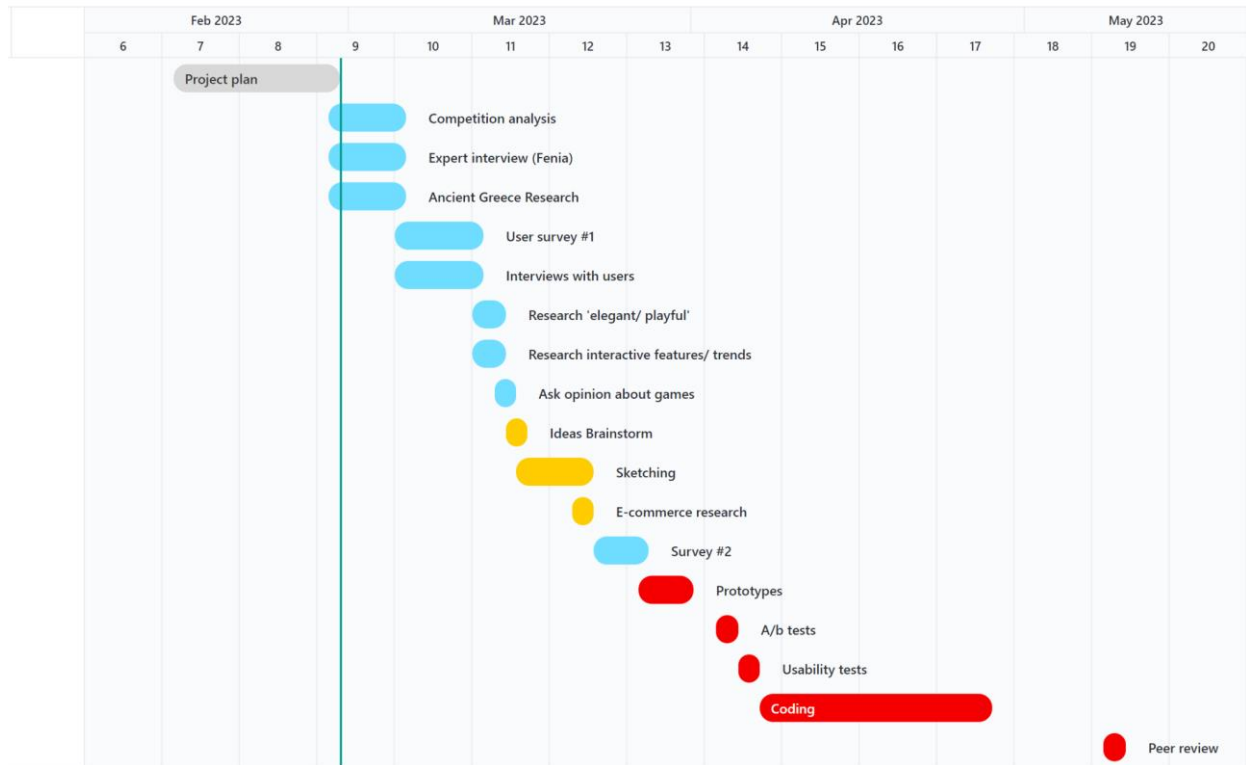
https://app.asana.com/0/1203965485195022/board(To keep track of our tasks)

- Project Organization

2.5 Team members

<< Describe the organisation of the project with its immediate environment. An organisation chart can be displayed for clarification. Indicate in descriptive form which roles are included in the organisation chart with the associated authorities and responsibilities. It must be clear who is authorised to do what and what can be expected of whom. Indicate who is involved in your project and what his/her function is and what the role is within your project. For example, someone with the function 'manager of department X' can have the role of Product Owner in your project. In this project, both the internship/graduation organisation and Fontys are stakeholders. So include your internship teachers and yourself in this schedule.>>

Name + Phone + email	Abbr.	Role/tasks	Availability
Contact details	*Sometimes it is useful to indicate a role or person with an abbreviation*	*Mention the role or any specific tasks*	*What availability of the person is necessary (e.g. 3 days a week, during phase 2)*
Kalin Kanev *+359 88- 550- 0515* *k.kanev@student.fontys.nl*	*team member*	*- team member*	*Monday- Thursday*
Olivia Brabers *06 33019002* *o.brabers@student.fontys.nl*	*team member*	*- team member*	*Monday- Thursday*
Dilyan Mezev *+359 88- 763- 7557* *d.mezev@student.fontys.nl*	*team member*	*- team member*	*Monday- Thursday*
Alexander Murashka *06 83340167* *a.murashka@student.fontys.nl*	*team member*	*- team member*	*Monday- Thursday*
Desislava Andonova *+359 88 233 5498* *d.andonova@student.fontys.nl*	*team member*	*- team member*	*Monday- Thursday*
Gijs Bimmel *06 36530543* *g.bimmel@student.fontys.nl*	*team member*	*- team member*	*Monday- Thursday*
Georgios Metaxas *06 39272855* *g.metaxas@fontys.nl*	*-Internship teacher*	*-Internship teacher*	*Tuesday- Thursday*

Table 4: Information about everyone in our group

2.6 Communication

When we have something to talk about when we're not in school we communicate through Whatsapp, Otherwise we will weekly discuss the progress on the project so far this will be done on Tuesday's .

2.7 Configuration management

- Git repository
- Google Drive

3.   Finance and Risks

3.1   Cost budget

* Does not apply

3.2   Risks and fall-back activities

-        **In this section we will discuss the risks, prevention of it, the fall back activities and the severity of these risks. to view this please look at table 5.**

Risk	Prevention activities included in plan	Fall-back Activities	Severity
1 Users do not find our interactive features ideas playful.	Have feedback from the client.	We check again to see what they think would be playful	High
2 Not being able to implement the e-commerce mechanism.	Get help from someone who understands this ahead of time.	At Least make it look like it would work. So the idea is still there.	High
3 Prototypes fail at a/b testing.	Make sure the prototypes link to the answers of the survey/interviews and research.	Try to create more accurate prototypes based on surveys and interviews.	Medium
4. User requirements do not match our ideas after having conducted the research	Go into the research with no general ideas of our own. Try to stay objective.	We are not the users so we have to stick to the users opinion.	Medium
5. Client is not satisfied with the end product.	Ask for feedback on time.	We change features based on all the critique we got.	High
6. Fail to deliver a complete working end-product.	Prepare the client on time if something happens during the project and the team is not able to finish it.	We begin with the most important parts so the less important things aren't done.	High
7. We are behind on schedule and are not able to finish all tasks in time.	Prepare the client on time if something happens during the project and the team is not able to finish it.	We begin with the most important parts so the less important things aren't done.	High
8. Research shows no interests in the product or the website itself.	Reconsidering our main idea for the project and making the changes we need.	We change features based on all the critique we got.	High

9. The ability to make a proper interactive game	We start out with a really basic game and if there's time left we can broaden the game.	We create an interactive page that looks like a game and acts like a game but only made with HTML/CSS.	High

Table 5: Risk assessment, prevention plan, fall-back activities and severity.

4.   Other

<< Describe here everything that is relevant but that you cannot put elsewhere in the document.>>