**Project Plan**

***PicSpace***

***“Connect, Share, Thrive!”***

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| **Date 13.09. : Date** |
| **Version : Version** |
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#### Version history

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# Project assignment

## Context

In today’s world, connecting to people and creating a positive look on networking is a vital part of almost everyone in a professional or personal matter. With the advancement of technology, innovation seeks to find solution to problems that occur on a daily basis. PicSpace offers a solution to connecting to new people – by offering a platform for mass social interaction and success in personal relations.

## Goal of the project

*The goal of PicSpace as a project is to offer useful services to all customers ranging from content sharing to instant messaging with any active user on the application. In current times, people need a space to share their thoughts, organize their everyday life and optimize their approach on usual tasks. The ideal outcome of this project is a safe space for every single user to outline their thoughts, find like-minded people or organize their social life in an instance.*

*PicSpace will give access to services that contribute to average user’s needs – mass media sharing, instant messaging, getting to meet new people and hold a personal space which reflects his personality.*

## Scope and preconditions

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| --- | --- |
| **Inside scope:** | **Outside scope:** |
| 1. A login and sign up system for users | 1. Online marketplace |
| 1. Media Sharing (posts, statuses) | 1. Mobile Application |
| 1. Chat with other users |  |
|  |  |
|  |  |

## Strategy

*The chosen approach for this project is Scrum as it will facilitate the organization and execution of implementation and testing. Each sprint will consist of 3 weeks and an adequate backlog will be prepared for each sprint, relevant to the needed tasks to be completed. A prioritization of goals will be needed and proper time distribution will be crucial to execute the project properly. A stakeholder’s opinions and feedback will be highly appreciated and most notably will be of vital importance.*

# Project organisation

## Stakeholders and team members

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Abbreviation** | **Role and functions** | **Availability** |
| [*Kaloyan Stoykov*](mailto:k.stoykov@student.fontys.nl) | *K.S* | *Developer*  *Product Owner* | *Available through whole week via linked Outlook mail.* |
| [*Jacco Snoeren*](mailto:j.snoeren@fontys.nl) | *J.S* | *Teacher - Stakeholder* | *Available Mondays, Thursdays and online via Outlook mail* |
| [*Chung Kuah*](mailto:c.kuah@fontys.nl) | *C.K* | *Teacher - Stakeholder* | *Available Mondays, Thursdays and online via Outlook mail* |

## 

## 2. 2 Communication

*Communication shall be established in any of the two ways mentioned below:*

* *Physically in Fontys R10,* Rachelsmolen 1, 5612 MA Eindhoven
  + *A meeting shall be scheduled for feedback sessions, planning upcoming sprints, discussing and/or extending functional requirements…*
  + *Should be arranged atleast once a week and officially at every sprint conclusion*
* *Online via Outlook emails / Microsoft Teams*
  + *In case of emergency questions or change of plans, chatting allows the project to run smoothly and solve unforeseen issues.*

# Activities and time plan

## Phases of the project

*<< Describe the main phases of your project. Even in a scrum project, you should specify at least the components at the beginning and end phases like problem analysis in the beginning, as well as handover, evaluation, reflection, and wrap up at the end.*

*For internship projects, reserve sufficient time for developing/maintaining the portfolio/thesis.*

*>>.*

The project’s duration will be 18 weeks divided into 6 sprints (3 weeks each).

* Phase 1: Preparing initial backlog and finishing documentation – Sprint 1
  + During this first phase, the main goal is to get an idea of the project’s requirements and possible obstacles, obtain necessary feedback and outline target functionality.
* Main Phase: Development and Continuous feedback from stakeholders. Spring 2 – Sprint 5
  + Primary concern of this phase is the actual execution of a Scrum environment and developing the application’s functional requirements
* End Phase – Sprint 6
  + A final revision of the application is due and a final presentation infront of stakeholders is to be held.

## Time plan and milestones

|  |  |  |
| --- | --- | --- |
| **Phasing** | **Start date** | **Finish date** |
| 1. Sprint 1 | 1.09.2023 | 22.09.2023 |
| 1. Sprint 2 | 25.09.2023 | 13.10.2023 |
| 1. Sprint 3 | 16.10.2023 | 10.11.2023 |
| 1. Sprint 4 | 13.11.2023 | 1.12.2023 |
| 1. Sprint 5 | 4.12.2023 | 22.12.2023 |
| 1. Sprint 6 | 8.1.2024 | 19.1.2024 |

# Testing strategy and configuration management

## 

## Testing strategy

*>>*

## Unit Testing – JUnit

Proper unit tests shall be written to to confirm the functionality and integrity of the application.

Others – (To be Discussed)

## Test environment and required resources

*<< Describe the test environment. E.g., do you envision a DTAP (Development, Testing, Acceptance, Production) environment. Can you make use of a CI/CD environment or will you develop your own?*

*It often helps to use a picture to visualize the test environment.*

*If you already know, describe which resources are required for realization and testing. Think of hardware, cloud environments and specific tooling required for development and testing.*

*>>*

*Required Resources*[*Integrated Development Environment (IDE) –* ***JetBrains IntelliJ***](https://www.jetbrains.com/idea/)

[*Version Control and CI/CD -* ***GitLab***](https://git.fhict.nl/)

## Configuration management

*The project will be executed via GitLab for version controlling:*

*PicSpace*

[*https://git.fhict.nl/I507612/picspace-individual-cb06-kaloyan*](https://git.fhict.nl/I507612/picspace-individual-cb06-kaloyan)

*The main idea for now is to have a master and develop branch (To be Discussed)*

# Risk and mitigation

*<< Investigate and define all risks affecting the project. For each risk indicate what has been done, or will be done during the project, to prevent the risk from being actualized, and define the mitigation actions, such as what you plan to do if the risk actually eventuates. Think both from an organizational perspective about risks (e.g. sudden unavailability of the company mentor) and also from a content perspective (e.g. what happens if your research shows that it is a better to purchase an application than to develop it as a major part of your internship).*

*In a more elaborate version, you can also label the risks with their chance of occurrence and impact. The advice is to focus on risks that have both a real chance of eventuating and some considerable impact. Direct risks, like what to do if your company supervisor is not available anymore, should always be described, as they have happened in the past quiet regularly.*

*>>*

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| --- | --- | --- |
| **Risk** | **Prevention activities** | **Mitigation activities** |
| 1. Improper time management | Organize time efficiency  Plan sprints accordingly | Rearrange priorities of sprint |
| 1. Overestimating amount of functionalities | Consult with stakeholders and cater for time constraint | Eliminate part of backlog / functionalities |
| 1. Wrong interpretation of stakeholder feedback | Plan meeting sessions with predefined notes / questions | Plan a second meeting  Contact stakeholder if possible |
| 1. Failure to keep stakeholders in knowledge of new implementations | Have the stakeholder informed about any decisions to be made or work already done. | Immediate session needed. |