**PROJECT PLAN**

**STUDENT HOUSING BV**

**Logo, company name

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**Group: 01**

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# 1. PROJECT DEFINITION

In this chapter we will talk about the project background, definition and goal we have established.

## Project background

Student Housing BV owns different buildings where students, their clients, can stay during their studies in the Netherlands. Their buildings are composed of rooms, which are rented by the clients, but also shared facilities such as toilets, bathroom, kitchen, hallway, storage space etc. The company is receiving complaints from their clients related to the unappropiate behaviour of some of the students and wishes for a software solution to better arrange day-to-day situations and which can help alleviate the mentioned problems.

## Problem definition

The major reasons because of which clients filed complaints are as follows:

* Appointed persons not cleaning the shared facilities.
* Groceries are not done or paid for shared items such as toilet paper, dish soap, etc.
* Garbage disposal is not done on time.
* Unannounced parties, gatherings, etc.

The company assumes that other minor problems are occuring, which were not communicated.

## Project goal

The project goal is to deliver a software solution to better arrange day-to-day situations and to reduce the amount of issues the clients face. We envision an application where the students can record and see agreements made between them, but also the possibility to see the house rules and to file complaints anonymously. The house rules will be set and modified by the company’s employees. Additional features, not requested by Student Housing BV, which will improve the usability and the functionality of the software application.

# PROJECT STRUCTURE

This is how we will structure our team and how work will be divided. Important to note is that nothing is absolute.

## Project members

Our team consists of the following members: Dragomir Ionuț, Hristev Martin and Gruychev Nikolay. It is important to note that, in order to work effectively as a group, everyone will share the same responsabilities, which are as follows:

* The member assigned to a task is entirely responsible for the evolution of that specific piece of software and is accountable if it becomes unusable.
* Each member has to communicate everything that could be of common interest for the team.
* Each member has to be open for feedback from other group members and to appropriately change his piece of software if the team agrees.
* Each member needs to know that the teacher will be asked to intervene if the team encounters many problems because of him.
* Each member is also accountable for his own actions, in regard of professional skills.

## Project leader

Dragomir Ionuț is assigned as project leader. Apart from the responsabilities mentioned above, he is also responsible for the following:

* Communication between the teacher and the project group,
* Keep track of deadlines,
* Keep the team up to date with tasks that are to be done soon,
* Filling the Feedpulse checkpoints and providing necessary materials to the teachers.

## Tasks division within group

The deliverables are generally divided into three big sections:

### Login page / Account management section / Report page

Person: Martin

Features to add: (Login) Change password when first time login, Hashing the password to add to the database (Account) Display information about the user, Possibility to create an account if user is admin (Report) Create and submit a report

### Rules section / Tasks section / Complete shopping window

Person: Ionut

Features to add: (Rules) List of rules, Button to edit if user is admin (Tasks) Autoassigned tasks every week to a random person from the building (Shopping) If task is about payment, show a button „Complete” and display a page where residents can upload receipt

### Agreements section

Person: Nikolay

Features to add: Accepted agreements, Pending agreements, Create an agreement, Expand agreement to see details, Possibility to vote just once, Search bar

## Risk assessment

Our team has agreed to follow a set of guidelines that safeguard the completion of this project. However, there are some possible risks to be taken into account.

1. Dependencies are inaccurate: some delays happen in some departments that negatively impact other members' work or some other dependencies are not clear.
2. Stakeholders become disengaged: one of the developers stops caring about the project and doesn’t carry on with their functions.
3. Team misunderstands requirements: when the team misunderstands the deliverables and the problem as a whole.
4. Under communication: when the team fails to communicate intentions surrounding the ideas or implementations under consideration or undergoing.
5. Learning curves lead to delays and cost overrun: when some developers have more knowledge than others and have to consider this difference when explaining or implementing some functionality.
6. Low team motivation: when the team becomes extremely unmotivated and that deficiency is reflected in their ability to deliver the work.
7. Decisions are ambiguous: when the communication is left ambiguous to avoid further discussion.

|  |  |  |  |
| --- | --- | --- | --- |
| Risk | Probability | Impact | Mitigation |
| 1. | **Medium** | **Medium-High** | **By outlining our expectations and by understanding that everyone needs each other’s work, we hope to mitigate the possibility of this risk happening.** |
| 2. | **Medium** | **High** | **By the nature of the project, we assume that the problem mitigates itself.** |
| 3. | **Low** | **Low-Medium** | **We will communicate our tasks as clear as possible.** |
| 4. | **Low** | **Medium** | **We will do activities which stimulate team morale and boosts communication’s effectiveness.** |
| 5. | **Medium** | **Medium** | **Each team member will explain his knowledge to the rest of the team and we will try to help each other when in need.** |
| 6. | **Low** | **High** | **We hope to solve this problem by doing team activities to help boost team morale.** |
| 7. | **Low** | **Medium** | **We will ask for questions after each discussion to ensure that everyone is sure what he has to do.** |

## Work division

The team expects the workload to spand over a period of 5 weeks. With this in mind, we structured the work as follows:

Graphical user interface, text, application

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# DELIVERABLES

This section covers what the final software solution will provide.

## MoSCoW table

### MUST HAVE

Agreements System: The part of the application where the students will post proposals for the people in interest, which can either upvote or downvote. If a proposal is upvoted by more than 75% of people in interest, it will be automatically marked as agreement and the clients must take it into account.

Payments Management:It is where students will upload receipts for the people in interest, which will have to mark as paid after the money transfer, either cash or by virtual means, has been completed.

Tasks Assignment:It is where students can see each task, like throwing the garbage or doing the cleaning. They are auto assigned each week to a random person from the specific building.

House rules page: It is a page administered by the Housing agency, where an employee will add general rules to be displayed for the clients.

Login page: Feature which enables more functionality to be added in the future.

### SHOULD HAVE

Rating System: Each student is assigned a grade, based on the reports which he had received and if it hits a certain threshold, the Housing agency will be warned.

Administration Panel: For the admin to review the reports, change house rules, edit tasks and already made agreements.

### COULD HAVE

Chat System: A feature to enable better communication between students.

### WON’T HAVE

Advanced design features

## List of deliverables

### Project plan

### „Paper” prototype

### Minimum Viable Product

### Finished Product

### Final Presentation