

Project Plan

Business Marketplace for Edge Intelligence Sensors



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Version: 0.2

CB-S3 Group 1

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Version history

Version	Date	Author(s)	Changes	State
0.1	08/03/2022	Esther Wolfs	Start project plan, chapter 1.1 - 2.2	Started
0.2	14/03/2022	Esther Wolfs	Continue start project plan, chapter 3.1 - 5.2	Started

Contents:

Version history	1
1. Project Assignment	3
1.1 Context	3
1.2 Goal of the project	3
1.3 Strategy	3
1.4 Research methods and methodology	3
1.5 Deliverables	3
2. Project Organisation	4
2.1 Stakeholders and team members	4
2.2 Communication	5
3. Activities and time plan	6
3.1 Phases of the project	6
3.2 Time plan and milestones	6
3.3 Sprint planning	6
4. Testing strategy and configuration management	7
4.1 Testing strategy	7
4.2 Test environment and required resources	7
4.3 Configuration Management	7
5. Finances and risk	8
5.1 Projectbudget	8
5.2 Risk and mitigation	8

1. Project Assignment

1.1 Context

Ivanti Edge Intelligence is a platform for IT administrators retrieving facts from within their environment. With their platform the administrator is able to discover, gather insights and take actions on happenings in their environment through software sensors. Characteristics about their platform are a simple user interface, fresh data as they retrieve their data directly from their endpoints, high performance, secure and scalable and they get better all the time with continuous delivery of new sensors, content and visualizations.

1.2 Goal of the project

Our goal for this project is to create a digital marketplace for Ivanti. Ivanti currently does not have a way to offer apps and packages to their customers, to add to their environment. With this project, we want to help Ivanti extend their Edge Intelligence software, so that they can offer more services to their customers.

1.3 Strategy

For this project we have chosen to work with an agile approach. We will continuously keep delivering small features, instead of delivering the final product at once. This way we can work more flexibly and give a different level of priority to different features, and respond quickly to requests made by our client.

1.4 Research methods and methodology

The methodology that we will use is Agile scrum.

Research Target	Research method	Observations
Define relevant data to show in the description	Interview	which data is relevant for the user when is considering to download an app
How to display data in a graphical way	Literature study and available product analysis	display data about applications to users to help user select the best option

1.5 Deliverables

Project plan, software solution,

2. Project Organisation

2.1 Stakeholders and team members

Our team consists of 6 members

Name	Abbreviation	Role and functions	Availability
<i>Dennis Smits</i>		<i>Product Owner</i>	<i>?</i>
<i>Nicole Zuurbier</i>		<i>Project Tutor</i>	<i>Available on Monday between 9 am and 12 pm and Thursday between 1 pm and 4 pm</i>
<i>Aleksej Borisov</i>	<i>Alex</i>	<i>Developer</i>	<i>From Monday till Friday</i>
<i>Oleksandr Gurianov</i>	<i>OG</i>	<i>Developer</i>	<i>Tuesday 12:00-16:00 Wednesday 11:00-16:00 Friday 16:00-18:00 Sunday 09:00-16:00</i>
<i>Mohammad Nazibul Khan</i>	<i>MNK</i>	<i>Developer</i>	<i>From Monday till Friday</i>
<i>Lars Kluijtmans</i>	<i>Lars</i>	<i>scrum master</i>	<i>Available 24/7, has nothing else to do with his life except Wednesday</i>

<i>Noelia Rodriguez Morales</i>	<i>Noelia</i>	<i>Developer</i>	<i>Mondays 09:00-12:00 and Thursdays 13:00-16:00</i>
<i>Esther Wolfs</i>	<i>Catharina</i>	<i>CEO</i>	<i>Never, to busy with important CEO stuff</i>

2.2 Communication

The team members will meet each other in person at Fontys Eindhoven every week, at least on Monday morning and Thursday afternoon. For all other communication they will meet using MS Teams, either through voice calls or the normal chat. The goal is to discuss the progress of the project and to work on the project together.

Communication with Nicole Zuurbier

Communication with Ivanti representative Dennis Smits

3. Activities and time plan

3.1 Phases of the project

For this project we work with an agile approach. We work in sprints of 3 weeks, this means that every phase consists of 3 weeks. The first phase of our project is dedicated to research. We will start by writing the necessary documentation, like the project plan and the backlog. We will also write user stories and try to make a plan for the next sprint. At the end of this phase we will deliver our documentation and implement the feedback we will get.

3.2 Time plan and milestones

Every sprint consists of 3 weeks, we will update our plan at the end of every sprint, to include the next sprint.

Phasing	Effort	Start date	Finish date
1 Start with documentation, create project plan, backlog, user stories, wireframe, activity diagram		07/03/2022	25/03/2022
2			
3			

3.3 Sprint planning

Sprint	Member	Task
1	Lars	Make user stories
	Noelia	Make user stories
	Mohammad	Make user stories
	Aleksej	Make wireframe
	Oleksandr	Make wireframe
	Esther	Make project plan

4. Testing strategy and configuration management

4.1 Testing strategy

Which testing strategy???

Justify strategy ^

Unit tests....

4.2 Test environment and required resources

Test environment...

We will be using the Gitlab CI/CD environment.

4.3 Configuration Management

For version control we have set up a git repository.

What to do with branches/merge conflicts....

5. Finances and risk

5.1 Projectbudget

For this project there is no budget.

5.2 Risk and mitigation

Risk	Prevention activities	Mitigation activities
1 The product owner becomes unavailable	There should be at least two product owners, in case one of them becomes unavailable.	
2 A team member gets covid		If the team member is not feeling too ill they can work from home
3 Laptop crashes and all data is lost	Always make multiple backups on different hard drives/in the cloud	
4 Code crashed after implementing new feature or changing a feature	Frequently push new features to git	Revert to the previous stable version
5 A team member doesn't finish their part of the project	Always have at least two people working on a feature and don't let an important thing depend on just one person	Communicate with all members on the status of the project and the progress that has been made