**Project Plan**

***Media Bazaar***

<<

*This template can be used for all projects, especially software engineering projects. Chapters or parts that are not applicable can be removed.*

*Text in italic is background information and must be removed in the final version of your project plan.*

*Note that this is a template and can be changed for own purposes, e.g. you can adapt the layout to the layouts as used at the company of your internship.*

*For your project name, think of a name that highlights the most relevant aspect of your project, and also specify whether it is about graduation internship or third year internship.*

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| **Date** **:** **20/02/2024** |
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#### Version history

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| 1.0 | 20/02/2024 | Minh, Diogo, Gavin, Cristiano |  | Incomplete |
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# Project assignment

## Context

The company Media Bazaar is planning to open their first shop in eindhoven. Since the administration is a important role and its responsible to manage all company, they want to hire a team of software developers to make an administrative system for their company. During this project a weekly meeting will be held, during this meetings we will ask client for feedback regarding our progress.

## Goal of the project

The goal of the project is to make a website application where the employee can log in to view and adjust their personal information and view their work shifts. a desktop application where the administrator can add and remove employees and assign work shifts to the employee. The manager can view the employee information and statistics related to the employee, department and stock.

## Scope and preconditions

The project's scope for the first six weeks is to develop an administrative system that lets users manage their employees effectively. This system will let users add employees, assign work shifts, and view them individually for each person and the entire store.

For weeks 7 to 9, the focus will be on refining and enhancing the desktop application in response to client feedback. Additionally, we will develop a web application whose primary function is to enable employees to access their work schedules online.

The objectives for weeks 10 to 12 include further enhancements to both the desktop and web applications based on client feedback. For the desktop application, we will introduce a product management system designed to monitor inventory levels and facilitate restocking requests. The web application will be updated to allow employees to input their shift preferences. While there is potential for further expansion, our current priorities are to refine the existing applications, implement the product management system, and incorporate the shift preference feature for the web application.

During weeks 13 to 15, our efforts were directed towards incorporating client feedback by finalizing pending features and addressing new requirements. We enhanced the web application to support multiple shift types and completed the product restocking request functionality. New developments included an automated schedule generator that assigns shifts and expanded the contract feature.

For weeks 16 to 18, the aim is to refine specific functionalities of both the desktop and web applications following client suggestions. At the client's request, we will implement a feature for tracking employee attendance and develop a system enabling employees to check in and out using an NFC card reader.

## Strategy

For this project the waterfall strategy will be chosen for the week 1-6, because the stages are clearly

defined, and requirement of the project will be understood early on. It will also be easier to arrange task

and the process will be well documented. Afterward, we are switching the strategy to agile.

## End products

*<< A Product Breakdown Structure (PBS) lists the end products that you realize, including a description of each product. In software engineering, the end products are more than just the project plan and the application itself. E.g., requirements documents, architecture documents, research reports and test reports are all end products. These are all important products that are required for effective handover. They are also necessary for further maintenance and follow up-projects. The PBS can change during the course of the project..>>*

A diagram of a diagram

Description automatically generated

Project plan, UML, Test result, test report,

# Project organisation

## Stakeholders and team members

*<<Indicate all stakeholders and team members for your project. For each stakeholder indicate the role for your project. Note that the role that a person has for your project is different from the function the person has. E.g., someone with the function “department manager of department X” can have the role of product owner for your project.*

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Abbreviation** | **Role and functions** | **Availability** |
| *Minh L.H.N* | *NM* | *Documentation, Shifts* | *All the time except Friday from 12 pm to 19:30pm* |
| *Conceição Onofre,Diogo* |  | *Database, Joker (Help on everything)* | *Weekdays Except Friday* |
| *Feng,Gavin G.* | *GF* | *Employees* | *Weekdays* |
| *Gonçalves Pestana,José J.C.* | *Cris* | *UI and website, Login* | *Weekdays* |

## Communication

Our team will held meeting every week to discuss our progress and our approach on the project, to communicate we will use Discord and GitLabs.

# Activities and time plan

## Phases of the project

|  |  |  |  |
| --- | --- | --- | --- |
| Phase | startdate | enddate | goal |
| Waterfall/Research | Sep 04 | Nov 03 | - finished project plan &URS  - basic dektop app to manage employees and shifts |
| Agile phase iteration 1 | Nov 06 | Nov 24 | - improved desktop app based on feedback  - basic web app to show schedules |
| Agile phase iteration 2 | Nov 27 | Dec 15 | - improved desktop app based on feedback  - ipmroved web app based on feedback  - database connection |
| Agile phase iteration 3 | Dec 18 | Jan 24 | - finished and tested desktop app  - finished and tested web app |

# Testing strategy and configuration management

## 

## Testing strategy

*<<Which testing strategy do you envision? E.g., on which levels will testing take place? Consider that you could choose unit, component, integration, system, or acceptance testing.*

*Justify your strategy, and also set goals where relevant. E.g., percentage code coverage for the relevant unit tests. For each of the planned tests, indicate what will be automated and what not.*

*Also think of quality testing setups like, e.g., Sonarqube.*

*>>*

## 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.*

*>>*

## Configuration management

*<< Describe the project approach with respect to version management. This might include things like tooling, branching strategy, promotion-, release- and baseline strategy.*

*Also, when relevant, think of a mechanism to deal with change requests and problem reports.>>*

# Finances and risk

## 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.*

*In a more elaborate version, you can also label the risks with their chance of occurence 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.*

*>>*

|  |  |  |
| --- | --- | --- |
| **Risk** | **Prevention activities** | **Mitigation activities** |
| 1. Time limit | * Divide the tasks * Focus on the moscow | * Overtime * Energy drink |
| 1. Limited knowledge | * Ask each other questions * Google it / ask ChatGPT | * ChatGPT/ Google * Ask a group member |
| 1. Inexperience | * Be active in the group | * Watch a YouTube tutorial |
| 1. Sick members | * Have a healthy lifestyle * Sleep for 7-9 hour | * Paracetamol |
| 1. Uncooperative members | * Talk with them or tell the tutor about it | * Betterhelp.com * Give them a sense of responsible |
| 1. Members not showing up | * Meeting should be in person | * Ask them for the reason of absent and find a way to prevent them from not showing up |
| 1. One of the members drop out | * nothing | * Split the tasks and try our best |