[Fontys University of Applied Sciences]
Eindhoven, Netherlands

[Music Event]

[Project Plan]

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Supervisor
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Client
Qin,Q ,Zhao.

[Version 4.0]

Contents

Version History

The table below provide versions of the project plan and the development of the project plan you can find the main changes and the dates.

Version	Prepared by	Edit date	Changes
1.0	The team	15/09/2019	Project Plan Draft
2.0	The team	23/09/2019	Project phasing and planning, risks, Constraints and non-deliverables
3.0	Bilal Delal Aktas Mateusz Ulas	24/09/2019	Several minor improvements in project plan (Critical path, Gantt chart, project statement and activities
4.0	Bilal Delal Aktas	9/25/2019	Few improvements in project phasing (Critical path, time consumption)

Opening Statement

We are representatives of a company called EventIT whom is asked to build a software solution for an upcoming music festival.

1.0 Project Statement

1.1 Client

Client Name: Mrs. Qin Q. Zhao

Email: q.zhao@fontys.nl

Profession: CEO of commercial company

Our team conducted an interview with the client Mrs. Zhao Qin in order to get a further understanding of what she wants.

1.2 Team Leader

Full Name: Mateusz Ulas

Profession: Student at Fontys ICT University of applied sciences.

Email: m.ulas@student.fontys.nl

1.3 Current Situation

Currently our client wants to change management of music festival from manual to automated by using software solutions.

1.4 Problem Description

Problem of our client is that planned events are to big manage manually.

1.5 Project Goal

Our project goal is to develop software solution for managing big-sized events.

1.6 Deliverables

Deliverable	Requested features
Website	The website should display information of the event. The website should include a space where visitors of the event could leave reviews about their experience at the event. They should also be able to reserve a ticket and/or reserve a camping spot with a group of up to six people (they should also specify the other group members if applicable) which is only available for the whole weekend. After purchasing tickets, they should receive an "event-account" which they can use to make payment within the event. At this point they should also be able to put money on their "event-account"
Check in/out of the event application	Check-in: With this application employees at the event will be able to check and see if the visitor has indeed purchased a ticket and the check them in. Check-out: They should be able to check the balance of the visitor and return the money left on the "event-account", check if loaned materials have been returned and mark the account as invalid
Check in/out camping site application	Check if reserved camping spot has been paid for by using the "event-account".
Food, drink, souvenirs application	it should check the "event-account" and see if the visitor has sufficient funds. Generate a receipt. And lower their balance.
Event status application	This application should give the organizers of the event status and history of the visitors, total amount of visitor present at the event, the total balance of the visitors all together, total money spent at the event, total earning accumulated, and total amount sold per product.

Deliverable	Requested features
Process application	This application would be used to transfer funds from the users account to their event account
Loaned material application	This application should check if the client has sufficient funds. Then process to the client account that they have loaned a material
Setup document	• Image and description of how the application would look like. • Description for the website design. • An ERD design and description of why the ERD design is like that. • Description of how the user would interact with the applications. • Give description of what the system should be able to do.

1.7 Non-Deliverable

Non-Deliverables	Requested features
Source code	We will not be supplying the source codes of the applications.
Training	There will not be any training. But there would be a demonstration on how the application and website works.
User manual	We will not provide a user manual on how to work with it.
Additional features that were not discussed	We will not deliver software features that has not been agreed upon by both sides.
Last minute changes in applications and website	We will not deliver last minute software features that has been asked for within 3 weeks' time of the end delivery.

1.8 Constraints

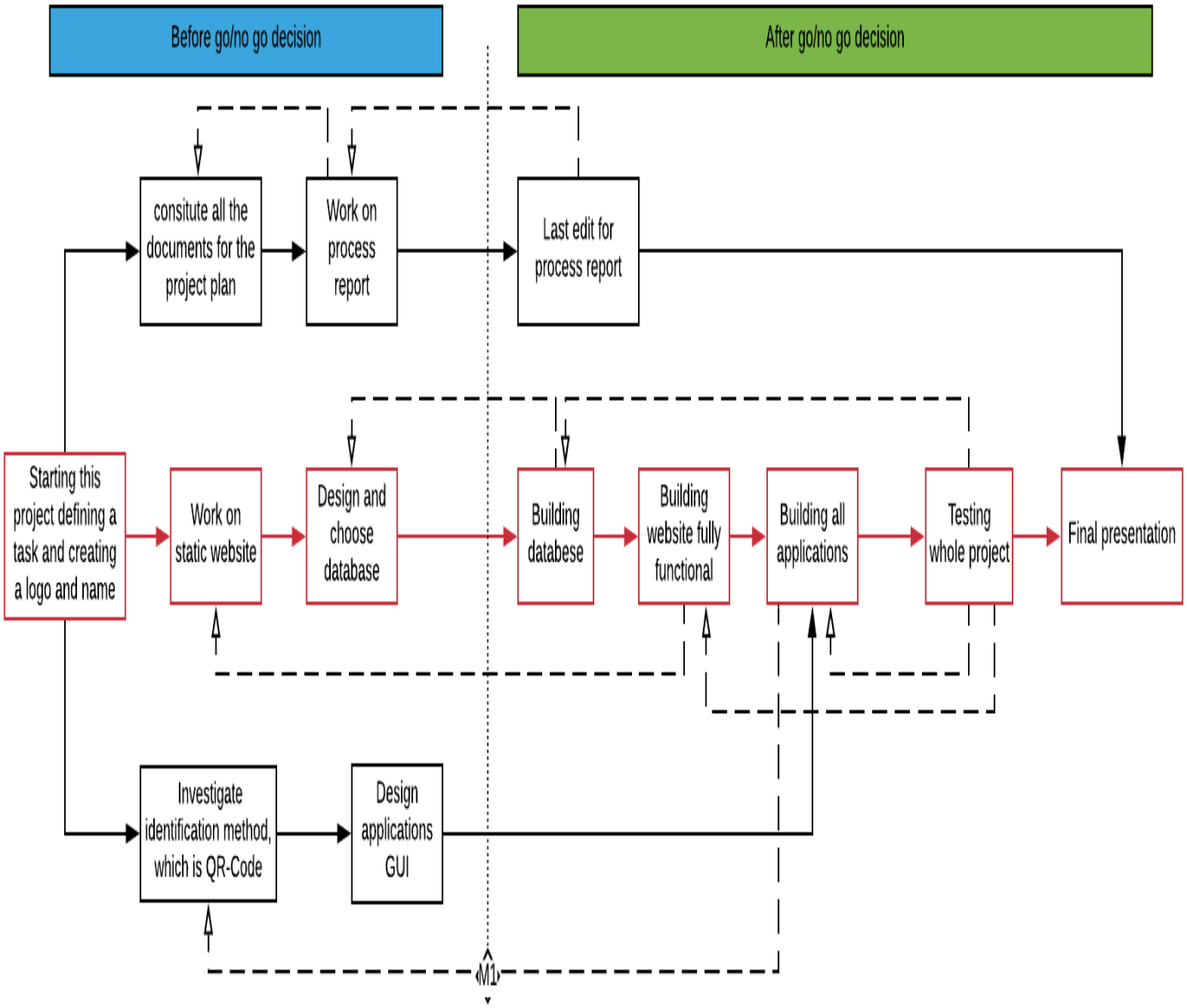
- Time for the entire project is restricted to 17 weeks.

1.9 Risks

Risk	Probability	Impact	How to prevent it?	What if it occurs?
Delay in approvals from client	Probable	High	Send or present our work in few days in advance, stay in contact with the client, have more time for this kind of situations so we can develop our solutions on time	Contact the client, discuss changes to project plan, develop upcoming solutions or documents within less days
Client changes requirements for software solutions or documents	Probable	High	Keep in contact with the client	Discuss required changes with client and apply them
Website's and database's safety vulnerability	Unlikely	Medium	Include prevention from SQL Injection and restricting unauthorized access	Inform a client about the situation, include necessary security features
Our documentation and/or final solutions does not satisfy client	Unlikely	Critical	Fulfill requirements for deliverables.	Change critiqued parts of the project.

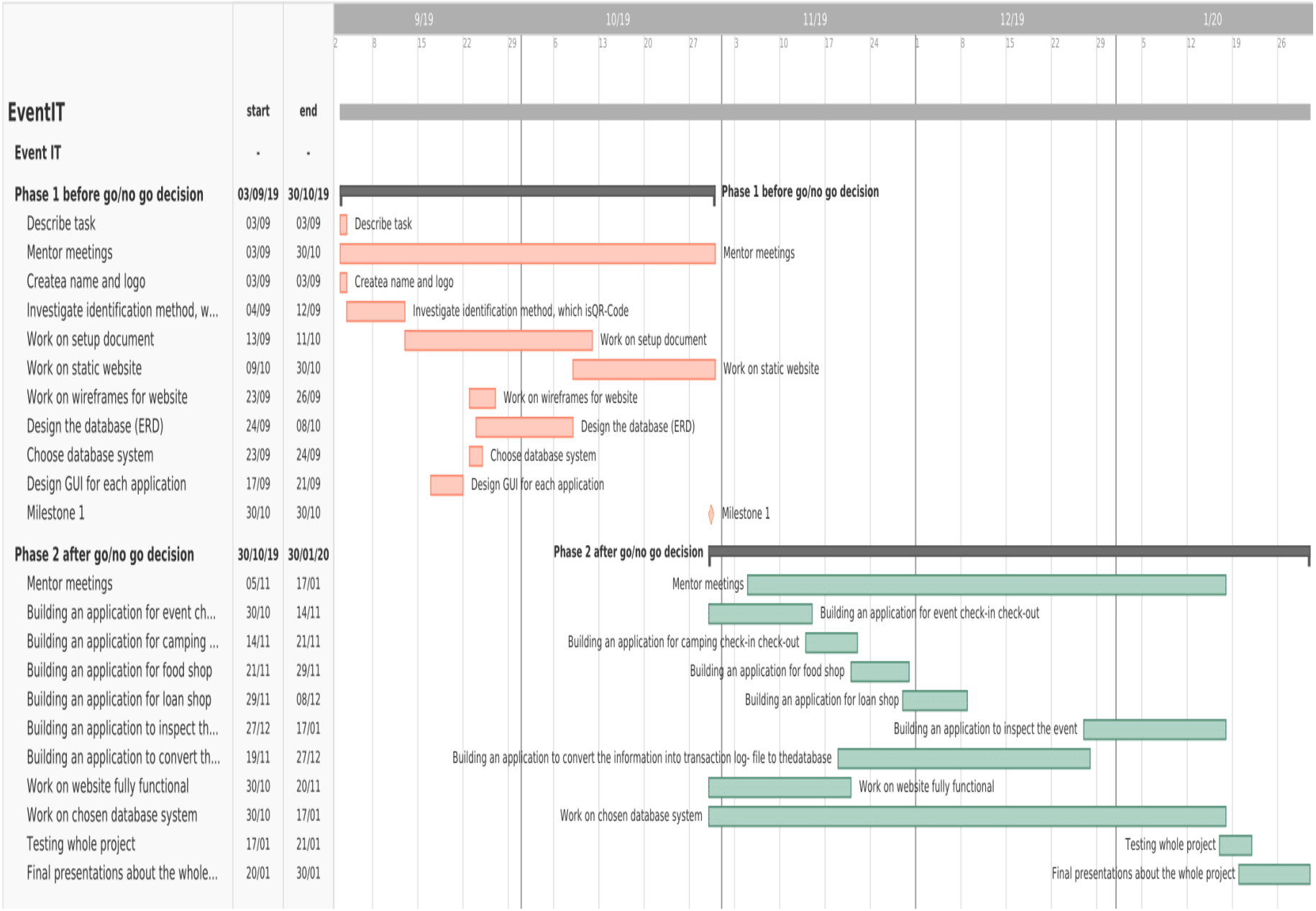
2.0 Project Phasing /Planning

2.1 Critical Path/Dependencies



The critical path is made in red and dependencies shown by a dashed line.

Figure1.0


9/19
10/19
11/19
12/19
1/20
2 8 15 22 29 6 13 20 27 3 10 17 24 1 8 15 22 29 5 12 19 26
EventIT start end
Event IT - -
Phase 1 before go/no go decision 03/09/19 30/10/19
Describe task 03/09 03/09
Mentor meetings 03/09 30/10
Createa name and logo 03/09 03/09
Investigate identification method, w... 04/09 12/09
Work on setup document 13/09 11/10
Work on static website 09/10 30/10
Work on wireframes for website 23/09 26/09
Design the database (ERD) 24/09 08/10
Choose database system 23/09 24/09
Design GUI for each application 17/09 21/09
Milestone 1 30/10 30/10
Phase 2 after go/no go decision 30/10/19 30/01/20
Mentor meetings 05/11 17/01
Building an application for event ch... 30/10 14/11
Building an application for camping ... 14/11 21/11
Building an application for food shop 21/11 29/11
Building an application for loan shop 29/11 08/12
Building an application to inspect th... 27/12 17/01
Building an application to convert th... 19/11 27/12
Work on website fully functional 30/10 20/11
Work on chosen database system 30/10 17/01
Testing whole project 17/01 21/01
Final presentations about the whole... 20/01 30/01
Phase 1 before go/no go decision
Describe task
Mentor meetings
Createa name and logo
Investigate identification method, which isQR-Code
Work on setup document
Work on static website
Work on wireframes for website
Design the database (ERD)
Choose database system
Design GUI for each application
Milestone 1
Phase 2 after go/no go decision
Mentor meetings
Building an application for event check-in check-out
Building an application for camping check-in check-out
Building an application for food shop
Building an application for loan shop
Building an application to inspect the event
Building an application to convert the information into transaction log- file to thedatabase
Work on website fully functional
Work on chosen database system
Testing whole project
Final presentations about the whole project

2.2 Activities Descriptions

Phase 1 "Before "Go/No Go Decision" (Week 1-Week 9): Block 1

Activity Number	Activity	Description	Start date	End date	Time consumption	Completed (%)
1	Describe task	As a group we do understand the goal of the project.	3-September-2019	3-September-2019	6 hours	%100
2	Create a name and logo	We will create a name logo for our group that's the first and the foremost, it must be significant.	3-September-2019	3-September-2019	6 hours	%100
3	Mentor meetings	We going to make mentor meetings each week.	3-September	5-November-2019	6 hours	%50

Activity Number	Activity	Description	Start date	End date	Time consumption	Completed (%)
4	Investigate identification method, which is QR-Code	We need to choose a method for tickets it should be faster and easy to access.	4- September-2019	12-September-2019	35 hours	%35
5	Work on setup document	Setup documents is the necessary thing in the project it includes: Agreements with the client, functional requirements, the process and GUI'S of applications, wireframes.	13-September-2019	1-October-2019	60 hours	%50

Activity Number	Activity	Description	Start date	End date	Time consumption	Completed (%)
6	Work on static website	We will do a website which has a lot of information, which is coded with CSS and html.	09-October-2019	30-October-2019	70 hour	%10
7	Work on wireframes for website	We going to make a website which is for event so before creating a website we need a skeletal framework, which wireframes.	23 - September-2019	26- September-2019	20hours	%0
8	Design the database (ERD)	We will do a couple applications for the event therefore we need database to collect data for each person or each product that's why we should determine how data must be stored and we going to this with ERD.	24- September-2019	8- October-2019	60 hours	%0

Activity number	Activity	Description	Start date	End date	Time consumption	Completed (%)
9	Choose database system	We need to choose a proper database for our applications it must be fast and straight we can't loss date.	23-September-2019-	24-September-2019	3 hours	%0
10	Design GUI for each application	We are going make a user interface for all applications its must be fool proof.	17-September-2019	21-Septmeber-2019	20 hours	%100

Phase 2 "After "Go/No Go" decision" (Week 1 – Week 10): Block 2

Activity Number	Activity	Description	Start date	End date	Duration (hours)	Completed (%)
11	Building an application for event check-in check-out	That's main application it makes the event easier and faster because entrance of event should be possible to quickly check if a visitor is allowed to enter so it's also made safer.	30-October-2019	14-November-2019	70 hours	%0
12	Building an application for camping check-in check-out	Its similar to entrance of the event it must be safer and faster because its should be checked it the group paid	14-November-2019	21-November-2019	70 hours	%0

Activity Number	Activity	Description	Start date	End date	Time consumption	Completed (%)
13	Mentor meetings	We going to make mentor meetings each week.	5 -November-2019	17-January-2019	6 hours	%0

Activity Number	Activity	Description	Start date	End date	Time consumption	Completed (%)
14	Building an application for food shop	We will build applications for food shop that application need to check unique identity number and it should generate a receipt and lower balance of the event account	21-November-2019	29-November-2019	67 hours	%0
15	Building an application for loan shop	We will build an application for borrowable items so people can borrow items from stand, and we can see from applicant who borrow items or which item they borrow	29-November-2019	8-December-2019	67hours	%0

Activity number	Activity	Description	Start date	End date	Time consumption	Completed (%)
16	Building an application to inspect the event	"We need application for the organization to inspect to status of the event".	27-December-2019	17-January-2019	68 hours	%0

Activity Number	Activity	Description	Start date	End date	Time Consumption	Completed (%)
17	Building an application to convert the information into transaction log- file to the database	We also need to build application which is converting information from applications to database as a result we need a converter application.	19 - December-2019	27-December-2019	72hours	%0
18	Work on website fully functional	Finally, we will update our static website to fully functionally website which has buying tickets book a camping spots information about events.	30-October-2019	20-November-2019	75 hours	%0
19	Work on chosen database system	We will work on database that we chose in block 1 this database is necessary for every application.	30-October-2019	17-January-2019	70 hours	%0

Activity Number	Activity	Description	Start date	End date	Duration (hours)	Completed (%)
20	Testing whole project	In case of any error we should test the whole project.	17-January-2019	20-January-2019	40 hours	%0
21	Final presentations about the whole project	Final presentations to client.	20-January-2019	31-January-2019	3 hours	%0