Project Plan

(O LALA LAND)

Version 5, Week 5

Submitted by :

Client: Mrs. Mieke Vucht

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Tutuor: Mr. Mikaeil Shaghelani Lor

Date: 07-10-2019

Version Table

Version	Tasks performed	Date
1	project plan draft	12-09-2019
2	Modifying the project Plan draft.	18-09-2019
3	Modifying the project plan v2	24-09-2019
4	Modifying the project plan v3	02-10-2019
5	Modifying the project plan v4	07-10-2019

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1-PROJECT STATEMENT

Olala entertainment is an organization organizing music festivals across the country. This festival comes with a package of three days and with a camping facility to the visitors. Besides that, the company facilitates the participants to shop for souvenirs, buy foods and drinks. In case the customers need any digital or non-digital requirements such as camera, a phone charger …etc. they will be provided as a loan, which will be returned by the time or before, they leave the festival.

First of all, the administration Currently use traditional means in order to manage the festival. Secondly Due to the increment in the number of users, company faces collectively some challenges these are as follows:

- Less profit
- Tracking the number of visitors
- Lacking the user experience in terms of modern facilities
- Gaining online market share
- Access to the data efficiently

In order to tackle the above-mentioned issues, the festival manager approaches us to come up with a centralized software solution. We as IT professional will convert all the paperwork style to a digital by providing website and several desktop applications. The applications such as Check in and check out, loan app, shop app, desktop app that tracks the profit and number of visitors, are just a few to name.

Lastly, we acknowledge the client by trusting us to be part of their business success and we will further insure to deliver the requested final product on the specified period of time. Subsequently, all other details can be found in this project plan.

1.1- Formal Client

Our client Mrs. Mieke Vucht who worked for a commercial company specialized in organizing events. She asked our company to find a proper software solution for organizing events.

Contact Information

Name	Mrs. Mieke Vucht
Email	m.vanvucht@fontys.nl
Mobile number	06-53 19 93 50
Address	Rachelsmolen 1, 5612 MA Eindhoven
Company	Fontys

1.2-Project Leader

The project leader is Mr. Obaid Ghafoori and he is responsible for the major decision making, delegating tasks, making sure that everything goes smoothly and meet the deadline.

1.2.1 Members

Member name	**Contact information**
Obaid Ghafoori	o.oghafoori@student.fontys.nl
Fadi abboud	f.abboud@student.fontys.nl
Lokesh Agnihotri	l.agnihotri@student.fontys.nl
Wondimu Woldeaarggiye	w.woldeaarggiye@student.fontys.nl

1.3 Current Situation

Currently the client is not using any software tools to manage the Music Festival, due to recent increase in the numbers of people who wish to visit the festival. It's challenging to manage such a huge event without the help of the software solutions. Hence the client asked our company to find the best solution to help her company to manage the event by creating a proper software solution that is easy to use and work flawlessly.

1.4 Problem description

Due to the increment in the number of visitors the client is having trouble in managing the event. Therefore, Mrs. Mieke Vucht required us to get a durable solution to this problem. To track the large quantity of visitors in the festival, for instance she wants to track the status of the visitors from the moment they buy the ticket until they checkout.

The requirements for the project are as follows:

- Website with high functionality.
- Shop application providing the food/drinks/souvenirs.
- Loan application.
- Check-in/check-out application for event and camping.
- Application for reading the ATM log file.
- Database system for all applications and for the website.
- In terms of identification we will use either barcode scanner or RFID chip.

All these requirements will be discussed during the project and we will make sure to choose the quality solution to satisfy our client needs.

1.5 Project Goal

The focus of the current project is to address the issue of paperwork style to a digital one, in other word to digitalize the current scenario. In order to achieve this objective we will present the client with software solutions. This can be done by developing a website where our client advertise their product online and attract more audience. Secondly to facilitates the customers to buy their tickets as per their conveniences and to ease the workflow of administration. Consequently this will give her clients as well as employees overall a nice user experience.

In additions, we will create and deliver several desktop applications in order to manage the rest of the event's different area such as shop, loaning stuff, check-in and checkout …etc. Shortly the final product will a complete package of digital solution which would make her capable of viewing the entire event status, for instance getting to know the number of participant for the event, the amount of tickets sold out with camping and how many camping spot is still available to rent? Are few statics to the name that the client will be aware of.

1.6 Deliverables and non-deliverables

In general, deliverables and non-deliverables are divided into two blocks. However, in this project plan, we will list and describe all deliverables and non-deliverable products.

Deliverables

- C# software solution such as (Shop, Entrance, Camping applications..etc.)
- web site software solution to assist the employees as well as the clients during the event .
- Database to support the C# applications and the web app(site)
- A process reports
- Presentation
- Documentation such as setup documents , Agendas and minutes of every meeting Project plan

Non-deliverables

- R-FID
- User manual
- Hardware

1.7 constraints

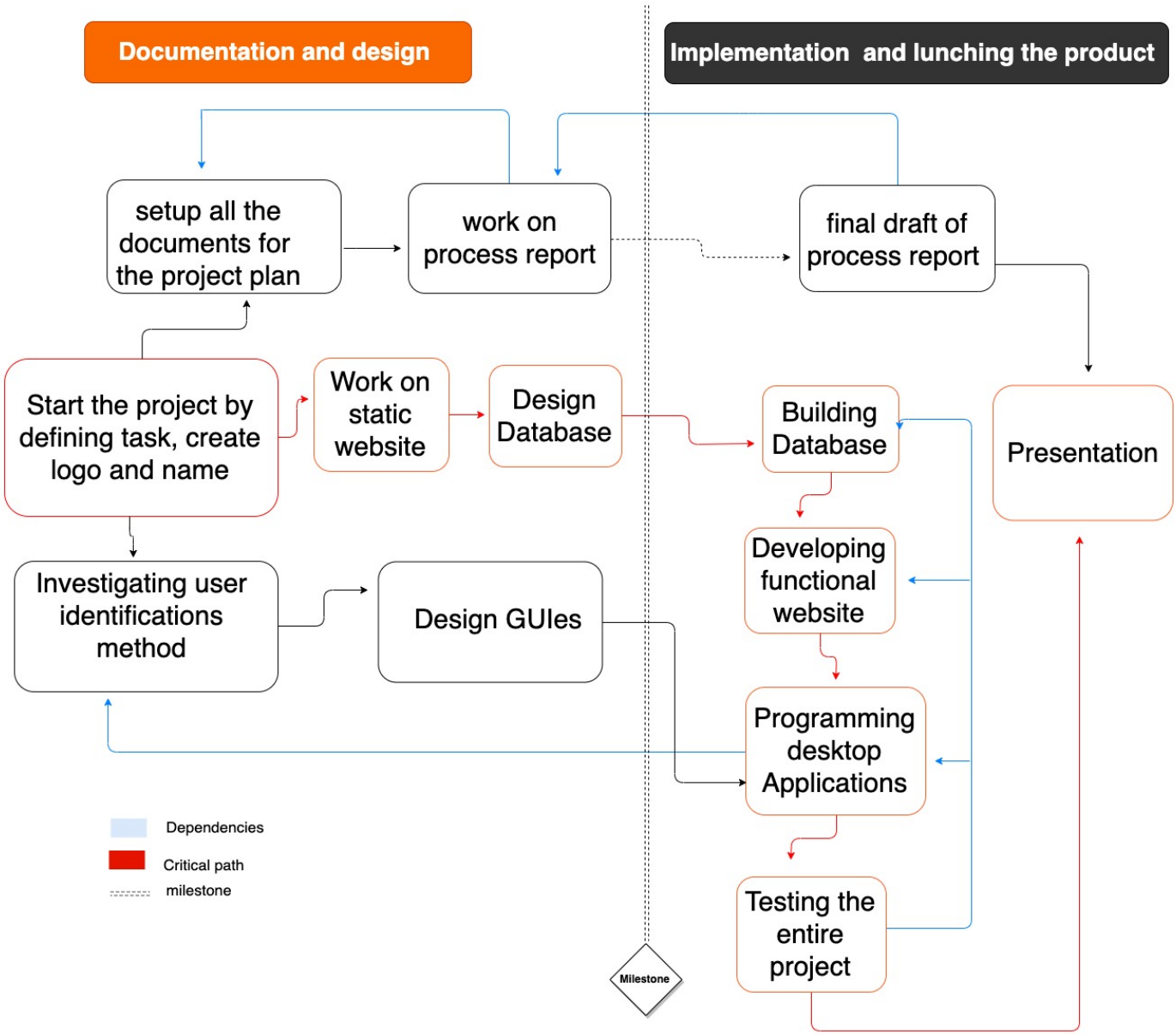
1. Time: The project should be completed within 18 weeks.
2. Software: The User-Interface must be as simple as possible and actually we have to use the C# language because the entire team member is just familiar with this language.
3. Unforeseen situations (e.g. In case any of teammate get ill it will cause delay in delivering task)
4. Provide clear documentation of the entire project scope.

1.8 Risks

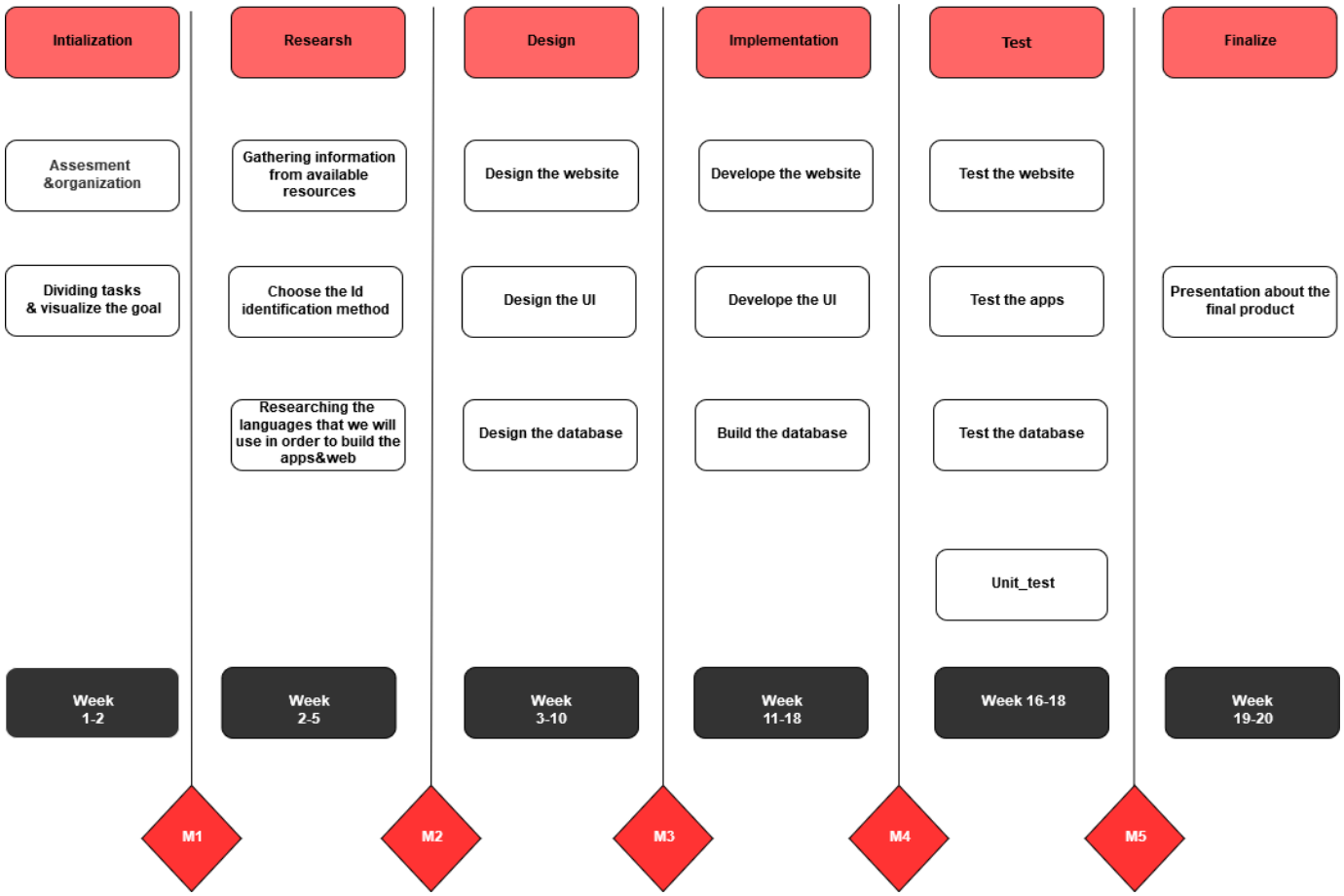
Risk	Probability	Severity	Preventative measurement	What if it happens?
Security vulnerabilities	High	High	Website security, vulnerability, scanning service	Inform a client about the situation, include necessary security features.
SQL injection flaws	Medium	Medium	Include prevention from SQL injection and restricting unauthorized access.	Inform a client about the situation, include necessary security features.
Cross site request forgery	Low	Medium	Automated scanning and detection tools	Inform a client about the situation, include necessary features.
Misunderstanding of the requirements	Medium	Medium	Arranging meeting with the tutor and client constantly	Discuss all the details with the client and the tutor and try to understand everything.
The client asks to change the requirements of documents of software solution.	Probable	High	Keep in contact with the client	Discuss the required changes with client and implement them.

2-PROJECT PHASING

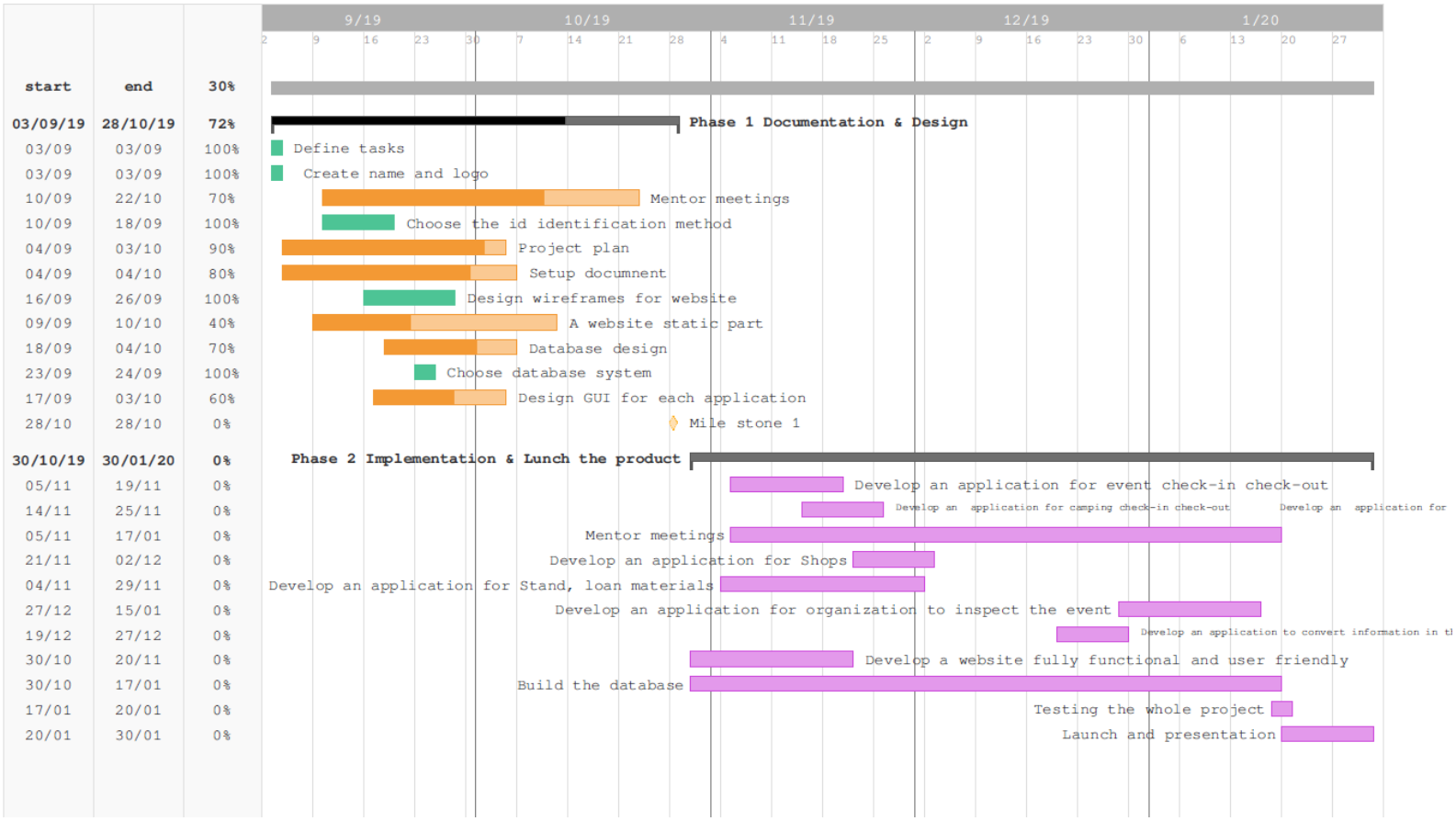
2.1 Critical Path and dependencies



2.2 Phases diagram & Gantt chart



Gantt chart


9/19
10/19
11/19
12/19
1/20
start
end
30%
03/09/19 28/10/19 72% Phase 1 Documentation & Design
03/09 03/09 100% Define tasks
03/09 03/09 100% Create name and logo
10/09 22/10 70% Mentor meetings
10/09 18/09 100% Choose the id identification method
04/09 03/10 90% Project plan
04/09 04/10 80% Setup documnent
16/09 26/09 100% Design wireframes for website
09/09 10/10 40% A website static part
18/09 04/10 70% Database design
23/09 24/09 100% Choose database system
17/09 03/10 60% Design GUI for each application
28/10 28/10 0% Mile stone 1
30/10/19 30/01/20 0% Phase 2 Implementation & Lunch the product
05/11 19/11 0% Develop an application for event check-in check-out
14/11 25/11 0% Develop an application for camping check-in check-out
05/11 17/01 0% Mentor meetings
21/11 02/12 0% Develop an application for Shops
04/11 29/11 0% Develop an application for Stand, loan materials
27/12 15/01 0% Develop an application for organization to inspect the event
19/12 27/12 0% Develop an application to convert information in t
30/10 20/11 0% Develop a website fully functional and user friendly
30/10 17/01 0% Build the database
17/01 20/01 0% Testing the whole project
20/01 30/01 0% Launch and presentation

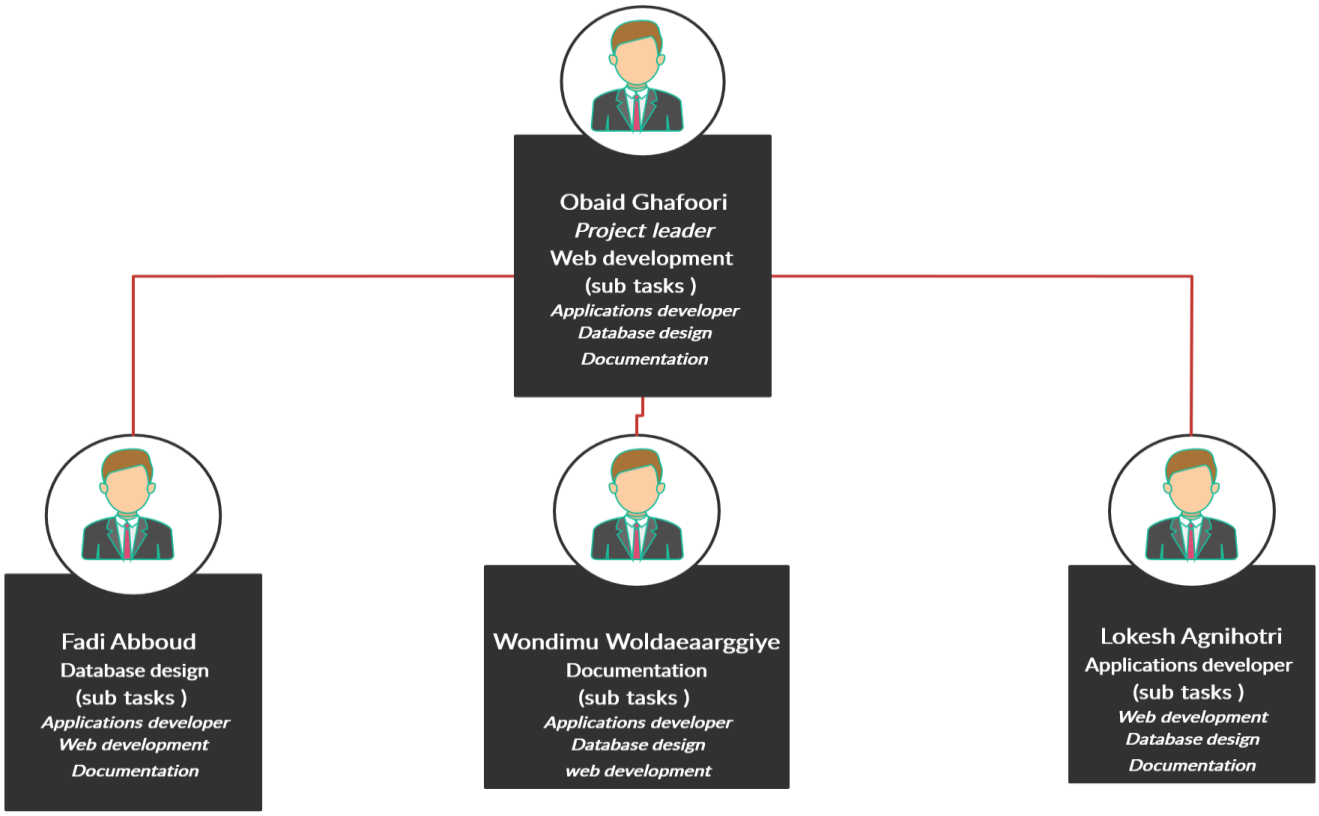
2.3 Task description

Nr	Task	Description	consumption	Completed %
Phase 1 Documentation & Design				
1	Define tasks	Analyze and understand the objective of the project.	7 hours	%100
2	Create name and logo	It must be unique and meaningful. It is the icon of the company	10 hours	%100
3	Mentor meetings	We arrange meeting each week with the mentor	30 hours	%100
4	Choose the id Identification method, which is RFID	We need to choose a method for tickets it should be easy and faster to access	35 hours	%100
5	Project plan	It includes the general objective and goals of the project.	50 hours	%80
6	A setup document	Set up document including agreements with the client, Functional requirements, the process and GUI's of applications, wireframes and ERD diagram	60 hours	%60
7	Design wireframes for website	To represent the skeletal framework of the main website we create a wireframe	30 hours	% 100
8	A website static part	Each web pages are coded in HTML and CSS and display the same kind of information to visitor	70 hours	%10
9	A database design	we manage the collection of data and present analytical result based on the data. And we determine how, and w/c data must be stored and interrelate.	60 hours	%60
10	Choose database system	We will choose a database system that will support the website and applications and work flawlessly	3 hours	%0
11	Design GUI for each application	We will design a friendly user interface	30 hours	%90
Phase 2 Implementation & Lunch the product				

12	Develop an application for event check-in checkout	In order to make the event easier and more advanced we will build an entrance application	75 hours	%0
13	Develop an application for camping check-in check-out	The same to the entrance of the event we will build also an application for entrance of the camping	70 hours	%0
14	Mentor meetings	We arrange meeting each week with the mentor	6 hours	%0
15	Develop an application for Shops	In order to sell products at the event we will build an application for shops	70 hours	%0
16	Develop an application for Stand, loan materials	In order to facilitate loan for the participants, there is a stand. And we will build an application for it.	70 hours	%0
17	Develop an application for organization to inspect the event	At the event might be more person go crazy because some people like to drink on this kind of events. As a result, the organizer needs inspection app to inspect the event.	70 hours	%0
18	Develop an application to convert information in the transaction - log-fie to database	We need also an application to transact file to database. As a result, we will build converter application.	75 Hours	%0
19	Develop a website fully functional and user friendly	We will build finale and fully functional& user website.	75 hours	%0
20	Build the database	We will build the database that we have chosen this database should work flawlessly and support the applications and the website	70 hours	%0
21	Testing the whole project	We should apply the Unit Test to the whole project	50 hours	%0
22	Launch &Presentation about the project	To clear our project for the client and third party we will present our project after the submission of the project.	24 hours	%0

Information Table & Org-Chart

In the following table we are using signs to communicate within the team, with the tutor and the client

Person	Project plan	Documents	Weekly meetings	Website& apps
Team	M,Di,S,U	M,Di,S,Ar	M,Ar	Di,M
Tutor	Di,R,A	Di,R,A	Di,R,A	Di,R,A
Client	R,Di,A	R,Di,A	R,Di,A	R,Di,A

M : make , S : send, U: update, Ar : archive, Di : discuss, R receive, A : approved.