**Project Plan**

***Asking4AFriend***

*By Sebastian Bokkestijn*

**GIT LINK:** **https://git.fhict.nl/I437602/polling\_seb.git**

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# Project assignment

## Context

Pulls and pull is a web app that creates polls and can be distributed around to get a data collection of the topic of will. Users can get information of the polls made and help them to figure out the popular opinion or experience of his/hers demographic.

## Goal of the project

The goal of the project is to provide a webapp that can create polls and take in the data tob e analyzed for statistical purposes fort he end user.

## Scope and preconditions

The end product will be a web-app for user to create polls.

|  |  |
| --- | --- |
| **Inside scope:** | **Outside scope:** |
| Login Page (Web-app) | Software maintenance |
| Create users | User support after product delivery |
| Overview of polls |  |
| V View the statistics of polls |  |

## Strategy

The chosen strategy for the project is Agile. Unlike the waterfall approach, Agile is a framework that facilitates good project feedback at many stages of product development. Agile is an iterative approach to project management and software development that helps teams deliver value to their customers faster.  With this method it creates the possibility of delivering a better product from continuous feedback and restructuring unlike the waterfall which relies on the final project to be perfect to begin with and not dealing with the overall issues that might rise when finalizing the end product.

## Research questions

What is currently on the market for visitor logging?

Research Approach: Available Product Analysis.

Which frontend framework is best suited for the project? (Angular, React, Vue or other)

Research Approach: Brainstorm & Literature study.

Which programming language is best suited for the backend? (Java, C#, etc).

Research Approach: Brainstorm & Literature study.

Which framework is best to create the microservice backend? (Jakarta, Springboot etc.).

## End products

* Poll Web-app
* The Project Plan
* Test Plan
* Deployment document
* Architecture Document
* User Guide

# Project organisation

## Communication

Several meeting points will be arranged in advance to ensure good communication between the customer and the development team, as well as within the development team itself. Ongoing communication is encouraged via other channels like email, Teams messaging and video calling between collaborating team mates.

**The Trello Board**

**Conists of..** The product owner and the project mentors

The Trello board acts as a form of indirect communication between the owner and project mentor. On the Trello board the user stories can be seen as well as the current status they are in. Team members are expected to move user stories assigned to them into the correct status columns.

**Project Feedback**

**Consists of..** The product owner and the project mentors

**Location of meeting..**  Online (Microsoft Teams).

**Duration** of the meeting … 30 min

A project review takes with the project mentor to assure the quality of the web app. The purpose of the product feedback is to review the outcome of the sprint and check if any changes are needed. The product is demoed. After feedback has been gathered from the stakeholders the product will be adjusted.

# Activities and time plan

* ***The execution of the project***

During this phase the project will be developed and executed. During this phase meetings will have to take place per sprint the owner of the project and status reports will have to be given to the project mentor, communication will be essential. Executing this phase will include:

* Executing task assignments
* Meetings
* Project plan modifications
* Project schedule updates
* Code of the project

During this phase the documentation will be updated accordingly to make sure the to track the development of the product for everybody to understand. As well as making sure with the product mentor that the code is up to standard and giving some improvements to assure the quality of the project.

# Testing strategy and configuration management

**Testing strategy**

The primary testing strategy will be unit testing. I will use white box testing to test the main functionality of our software. In order to check if every component of the software is fine each functionality will be isolated and ran some tests with expected result to see if the application is still working accordingly. Before delivery, the products the functionalities tested.

**Test environment and required resources**

As of the beginning of the project, the main tool for testing is GIT. The project will consist of continuous integration and continuous deployment for both deployment and testing. Continuous integration will be used with a YML file to execute a testing command while the project is pushed to git, that way it acts as a gatekeeper when forgetting to use unit testing in any addition or changes to the code.