**Project Plan**

**<<PROJECT NAME>>**

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| **Author : Cătălin Popoiu** |

#### Version history

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| **Version** | **Date** | **Author(s)** | **Changes** | **State** |
| 1.0 | 21.02.2024 | Cătălin Popoiu | Filled in most sections, such as Project Assignment and Risk | In Progress |
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# Project assignment

## Context

My project will be developed as a comprehensive platform intended to serve the global gaming community, connecting gamers, game developers, and enthusiasts in a dynamic social networking environment.

## Goal of the project

The goal of the project is to create a unified platform where gamers can explore, share, and discuss their gaming experiences, discover new games, and connect with the community. It aims to enhance the gaming experience by providing tools for communication, event organization, and game discovery.

## Scope and preconditions

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| **Inside scope:** | **Outside scope:** |
| 1. Secure user authentication and customizable profiles | 1. Integration with gaming consoles’ proprietary networks |
| 1. A comprehensive game database for discovery and exploration | 1. Direct game distribution or sales |
| 1. Community forums for discussions and sharing | 1. In-depth analytics for game developers in the initial launch phase |
| 1. Event and tournament organization features | 1. Advanced AI-driven personalized game recommandations in the initial launch phase |
| 1. Developer portal for showcasing games | 1. Mobile application development |
| 1. Real-time messaging and notifications |  |
| 1. Review and ratings system for games |  |

**Preconditions:** The project will leverage React for the frontend, Java Script Boot for the backend, MySQL for the database, and other technologies such as Hibernate, JPA, and WebSocket for real-time communication.

## Strategy

My project will adopt an Agile and Scrum methodology, structured around six sprints to ensure iterative development and continuous feedback integration. This strategy supports flexible project management and allows for adjustments based on user feedback and testing results.

## Research questions and methodology

TO BE COMPLETED LATER

## End products

**1. Comprehensive Project Documentation:** Including the project plan, technical specifications, and user documentation.

**2. User Authentication and Profile Management:** Secure login systems and customizable user profiles.

**3. Game database:** A searchable, comprehensive database of games.

**4. Community forums:** A platform for discussions and sharing amongst users.

**5. Event Management System:** For organizing and participating in gaming events and tournaments.

**6. Developer Portal:** A space for developers to showcase their games and interact with the community.

**7. Real-time Messaging System:** For user interactions and notifications.

**8. Reviews and Ratings:** Allowing users to review and rate games.

**9. Test reports and Quality Assurance Documentation:** Detailing testing strategies and results.

# Activities and time plan

## Phases of the project

* **Phase 1: Project initiation and planning**
  + Objective: Outline the project’s scope, objectives, and requirements.
  + Activities: Research, technology selection and initial project setup.
* **Phase 2: Design and prototyping**
  + Objective: Design the UI/UX and system architecture.
  + Activities: Creation of wireframes, design mockups, and development of a working prototype.
* **Phase 3: Core development**
  + Objective: Develop the foundational features of the project.
  + Activities: Begin software development based on the design, integrating received feedback, and starting implementation of security measures and data protection features, conducting unit testing, integration testing, user acceptance testing, iterate and refine based on testing results.
* **Phase 4: Advanced features and integration**
  + Objective: Implement additional key features and integrations
  + Activities: Development of forums, messaging systems, integration of game reviews and ratings.
* **Phase 5: Testing and refinement**
  + Objective: Conduct thorough testing and refine based on findings.
  + Activities: Unit testing, integration testing and user experience optimization, collecting feedback on features, usability and performance and making improvements based on the user input.
* **Phase 6: Evaluation and reflection**
  + Objective: Reflect on the project’s progress and areas for improvement
  + Activities: Gather user feedback and analyze user engagement metrics, conduct a project retrospective to identify what went well and what could be improved, make adjustments to the platform based on user data and insights.
* **Phase 7: Launch and evaluation**
  + Objective: Deploy the project and evaluate its success.
  + Activities: Performing the final testing and quality assurance and planning and executing the official launch of the project and evaluating the post-launch adjustments based on feedback.

## Time plan and milestones

The project will be executed over six sprints, utilizing the Agile and Scrum framework to ensure flexibility and responsiveness to feedback. Each sprint will last three weeks, with specific objectives and deliverables.

**Sprint justification:** The choice of three-week sprints is designed to balance the need for rapid progress with enough time for meaningful feature development, testing, and review. This timeframe allows for continuous integration of feedback and iterative improvement without compromising on quality or scope.

**Sprint activities:**

* **Sprint planning:** At the beginning of each sprint, I will identify tasks, choose the current focus of the project and set sprint goals.
* **Sprint demo:** At the end of each sprint, a sprint demo will take place to showcase the completed features and improvements to the stakeholders. This allows the reception of feedback and validation of work.
* **Sprint review:** After the sprint demo, a sprint review meeting will be held. During this session, stakeholders and I will discuss the sprint’s achievements, review the progress increment and gather feedback for future iterations.
* **Sprint retrospective:** After the sprint review, I will hold a sprint retrospective to reflect on the sprint’s performance. This includes identifying areas for improvement, adjusting processes for the next sprint and discussing what went well.

# Testing strategy and configuration management

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# Finances and risk

## Risk and mitigation

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| **Risk** | **Prevention activities** | **Mitigation activities** |
| 1. Technical challenges with new technologies | Assess project complexity and adjust it to personal skills | Allocate time for research and potential training |
| 1. Overestimating development capacity | Assess time management and spend time accordingly on development | Prioritize core features and allow for scope adjustment |
| 1. Bugs and issues during deployment | Testing throughout the whole development phases | Keep an older stable version to rollback to in case it is needed |
| 1. Data security breaches | Implement strong encryption methods | Implement a measure that alerts users in case of security breaches and has them change their password |