Project Plan

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**Introduction**

* 1. **Team**

The team consists of 1 individual called Oscary Cijntje who will be working on this project.

* 1. **The client**

For this project I will have my teachers for this semester as stakeholders in order to achieve the goals of this project.

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* 1. **The current situation**

The current situation of the computer shop is that they have management issues with information saving of purchases from their customers and products that they order for their restock. They have been saving this information in documents (word, excel, etc.) which is inefficient since there are constant updates of both their selling and restocking history.

Because of this they are looking for a solution which will help with their products management and their sales system in a technological way which will make their work easier and efficient.

**2.Project Definition**

1. **Problem description**

Currently the shop is managing their store data like purchases and products in a physical way like documents. Since this is their current way of doing this, it is not optimal for their workers and for the store itself because of changes that happens every day. These changes are their selling of their products and restocking of their products.

Because of this the company is not working in an efficient way and that can lead to miss communication which can harm the store’s success.

Therefore, they looked for an IT solution which will help with their sales and products management by having a system which will help them manage both of these in a efficient environment.

1. **Project goal**

The goal of this project is to make the data management of the store much more efficient and manageable which will open more opportunities for the store to grow in different ways.

These ways are through a website application and a desktop application. The web application will be used for purchasing of products for their customers and the desktop application will be used by their administrators which will be managing the products.

In this way the computer shop will have a much more efficient way of handling their products and sales system.

1. **Deliverables**

* Project plan
* User requirement specification document
* web application and Desktop application
* Test case document

1. **Non-deliverables**

Maintenance plan

1. **Constraints**

* The project will be developed using Microsoft Visual Studio
* The programming language that will be used is C#.
* The Framework that is used is .Net 6.
* For hosting and file-sharing, the team will be using Git-Lab provided by Fontys.
* MySQL will be used for database implementation.
* As a time, constraint all requirements should be delivered by week 17.

**3. Phasing**

A diagram of a process

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This is the phasing structure that I will be using for this project.

Each number is described as week.

|  |  |
| --- | --- |
| Week 1 and 2   * Requirement analysis * System Design | During week 1 and 2 I will be researching and analyzing the project and design. (Ideation document, project plan, user requirements, UML diagram). |
| Week 3 and 4   * System Design * Implementation | During week 3 and 4 I will be implementing the basic functionalities of both web and desktop applications. (CRUD for products and users, Authentication). |
| Week 5   * Implementation * Testing | During week 5 I will be testing the implemented functionalities to see if they are working as intended. |
| Week 6 and 7   * Implementation * Testing * Deployment | In week 6 I will have the 1st deployment of the website. New implementation will be starting to get added after the deployment. (Pagination, search bar, related products, possibly favorites). |
| Week 8 and 9   * System Design * Implementation | During week 8 and 9 I will be implementing new features to both desktop and web application. (As mentioned in week 6 and 7). |
| Week 10   * Implementation * Testing | In week 10 I will be testing these implementations to see if they are working as intended. |
| Week 11   * Implementation * Testing * Deployment | In week 11 I will deploy a new version of the website. |
| Week 12 till week 15   * Implementation * Testing | During these weeks I will be finishing implementation that I have not fully finished and work on the unit testing. |
| Week 16   * Implementation * Testing | In week 16 I will be testing the implementation and also test if the unit testing is working as intended. |
| Week 17   * Deployment | In this week I will be delivering both the web and desktop applications. |

**3.1 Phasing Milestones**

|  |  |
| --- | --- |
| **Week** | **Deliverables** |
| Week 4 | Project plan and possibly URS. |
| Week 6 and 7 | Web design finished; Desktop CRUD finished. UML. |
| Week 8 | Test plan and Test cases |
| Week 11 and 12 | Web application improved; Desktop application improved. |
| Week 13 | Updated Test plan and Test cases |
| Week 17 and 18 | Finished Web and Desktop implementation. |

**4. Testing strategy**

Testing will take place before every deployment to ensure no issues with the application during/after deployment and to fix issues before the deployment.

I will be using 2 testing strategies:

1. **Acceptance test:**

In this test I will be having some users to test the applications and a test case document for them to try the application and its features. In this way It will make it easier to determined that the application needs adjustments or improvements.

1. **Unit test:**

In this test I will be testing out the functionalities and features that I have added to the application in a way that allows for future developers to test in order to make improvements or adjustments.

**5. Risk**

|  |  |  |
| --- | --- | --- |
| Risk | Prevention activities | Mitigation activities |
| 1. No Time management | Use time that I have at school to work on the project (minimum time) | Not play games before I finish a task or assignment. |
| 1. No consistency | Try to remain consistence regardless of anything. | To not lose focus or main goal of each week for the project. |