

Project Plan

Traffic Control



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# Project Statement

## Formal Client

Mr. George is working for the city of Csharp. He is primarily responsible for the traffic situation. Recently the city has endured a lot of accidents and because of this Mr. George wants to place some traffic-lights. Before doing that, he wants to investigate the impact the traffic-lights will have.

Project Leader  
Dan Velev

## Current Situation

Recently the city has endured a lot of accidents and because of this Mr. George wants to place some traffic-lights, in order to diminish the number of accidents. Beforehand, he wants to investigate whether these traffic-lights won't cause too many traffic-jams. For this investigation he needs a traffic-simulation program. The Program is partly built.

## Project Justification

The purpose of this project is to help improve the traffic situation in the city of Csharp where the amount of car accidents will be reduced whilst still not having a lot of traffic jams.

## Project Product

The final product will be a simulation software capable of accurately predicting traffic jams.

## Deliverables

* Project plan
* User requirements specification
* Simulation software
* User manual to ease use of the software and troubleshoot common problems

## Non – deliverables

* Design document containing class diagram, descriptions and sequence diagrams
* Test plan and test cases
* Source code

## Project constraints

**Subject Matter**

Members of the team have little or no experience with traffic control.

**Budget**

Limited budget – unknown amount\*

**Programming Language**

The simulation software should be programmed in C#.

## Project risks

|  |  |
| --- | --- |
| **RISK** | **ALTERNATIVE SCENARIO** |
| Inaccurate representation of the traffic system | Gather more information about the system from the client |
| Budget is too low to complete the project | Make an adequate budget plan at the beginning of the project |
| The client does not accept the product features | Close communication with the client on their requirements |
| Car objects overlap each other. (No collisions) | Car objects stop before they overlap. |
| Adding too many vehicles may cause the application to crash | Set a maximum number of car objects that can be added |
| Given long project timelines, the sense of urgency to work is often absent resulting to time lost in early project stages that can never be regained. | Short iterations, right people on team, coaching and team development. |
| As the project progresses more and more features that were not identified at the beginning of the project threaten estimates and timelines. | Constant involvement of customers and developers. |
| Developing the wrong user interface | Gather more information about client/user’s experience. |

# 

# Project Phasing P1 P2 P3 P4 P5

**M1 M2 M3 M4 M5**

**Process Document**

**Project Plan**

**Process Document**

**Process Document**

**Deliver requirements**

**Hand in process report and application.**

**Present**

**Implement Code**

**Turn in Test Plan**

**Test Application**

**Discuss Test Plan**

**Develop UML**

**Implement Form Design**

**Prepare Presentation**

**Make Design Mockup**

Deliverables for **M1** are:

* Project plan
* Gathering and delivering requirements
* Discussing the Test Plan
* Making Mockup for the Design

Deliverables for **M2:**

* Make Process Document
* Turn in the Test Plan
* Develop and turn in UML

Deliverables for **M3:**

* Make Process Document
* Implement Code
* Implement Form Design

Deliverables for **M4:**

* Make Process Document
* Test Application
* Prepare presentation

Deliverables for **M5:**

* Hand in Process Report and Application
* Present Presentation

# MOSQUITO

## Money

## To be discussed with Representative.

## Skills

For this project our team should have a combination of different skills:

* Project leader - required for the whole project
* Project planner - required for the whole project
* Programming skills (C#) - required for the whole project
* UML designer - required for phase 1 and 2
* Graphic designer - required for phase 1
* Beta testers - required for phase 4

## Quality

The fact that we are Fontys students we have been participating in projects and team work and we also learned a decent amount of C# programming and we also have a good understanding in how to phase our project so we have already gained good level of the skills mentioned above. When we finish with something we check the work of each other. We analyze the work as much as possible to be sure we didn’t miss anything. Our responsibility is to deliver the simulation software with necessary information. Every deliverable will have a first page with the name of the group, the names of the members, the title of the deliverable, the status and the version number.

## Information

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Project Plan | User requirements specification | Simulation Software | User Manual |
| Formal client | Di, R, A | R,A | A,Di,R | R,A |
| Representative Person | Di, A | Di, A | Di, A | Di, A |
| Project leader | Di, S | A,S, Ar | S,Di, Dr | A,S,Ar |
| Project team | Di, Dr, A | Di,Dr | Dr,Ar | Di,Dr |

*(Dr=Draw up, Di=discuss, A=Approve, R=receive/read, Ar=archive, S=Send)*

## Time

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Activities | 1st Milestone | 2nd Milestone | 3rd Milestone | 4th Milestone | 5th Milestone |
| 1. | 2 weeks | 1+4 Weeks |  |  |  |
| 2. | 1 Week | 1 week | 4 +6 weeks | 1 Week | 1 day |
| 3. |  |  |  | 2 Week |  |
| Total: | 3 weeks | 2 weeks | 4+6weeks | 3 week | 1 day |

The project will take about 14 weeks.

## Organization

Formal client

Representative  
person

Project leader

Project Member A

Project Member F

Project Member B

Project Member D

Project Member E

Project Member C