PROJECT PLAN

members: Ishant upadhyay, Ji nan, Raditya surya pratama, hamid reza, hasan lapa,francky Ngabo

Group-B

Traffic-kings

2015

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# **INTRODUCTION**

In this Project, we will be working on software which simulate traffic light according to the Client’s need.

The traffic light will reduce the number of accidents, traffic jams and other undesirable situations on the road. There are six students working in this project and the purpose of this project is to learn how to use C# in bigger applications, learn to cooperate with other programmers and to know what documents are required in project work.

## **PROJECT STATEMENT**

## Formal Client

Mr. George, who is primarily responsible for the traffic situation.

## Project Leader

Ishant Upadhyay, student at Fontys Hogeschool.

## Current Situation

At the current moment there are many accidents and traffic jam. There is no software for controlling the traffic.

## Project justification

In order to reduce the number of traffic accidents, software is required to control and regulate the traffic situation in the city. To save the life of drivers and improve the city traffic situation, the current project is of high importance and necessity.

## Project Product

We will deliver a working traffic stimulation program that simulate the traffic situation and will apply traffic light in the program to control and regulate it traffic which is simulated according to client’s needs.

1. Project deliverable and non-deliverable

### Deliverables:

* Provide the actual application and the code for it.
* Provide a process report and a final presentation with a demo of the application.
* Manual to describe how to use the software.
* Description of the classes

### Non-Deliverable:

* Training of the users of the application
* The copyright of the program.
* Application running on an android device (Phone, tablet…).
* There will be no lifelong support after the final acceptance of software by client.

## **Project Constraint**

### Time

We only have about 4 months to finish all documentation, software creation. We have a lot of ideas but cannot implement them due to lack of time.

### Programming techniques and tools for development

We will use C# Language to develop the software.

## **Risks**

### 1. Problem to manage time

During the mid-time we will have exams and some holidays. May be due to this we may exceed the time limit.

***Effect on project*:**

It will create lots of problem. May be project will not be completed and client may not satisfied.

***Chances:***

It seems that provided time will be enough to do but there are some chances because we start somehow late.

***Possible solution***

We will try not to include those time as a working time in our project plan .Will give more time on it.

### 2.Loss of file

Since all works are done in computer, the project files may lost because of some problems on computer like hard disk crash.

***Effect:*** It will completely effect our work. We have to do all the work again.

***Chances:*** There is very less chances of occurring the problem

***Solution:*** We share all our work with group member and use cloud like GitHub to store our work.

### 3. Requirement

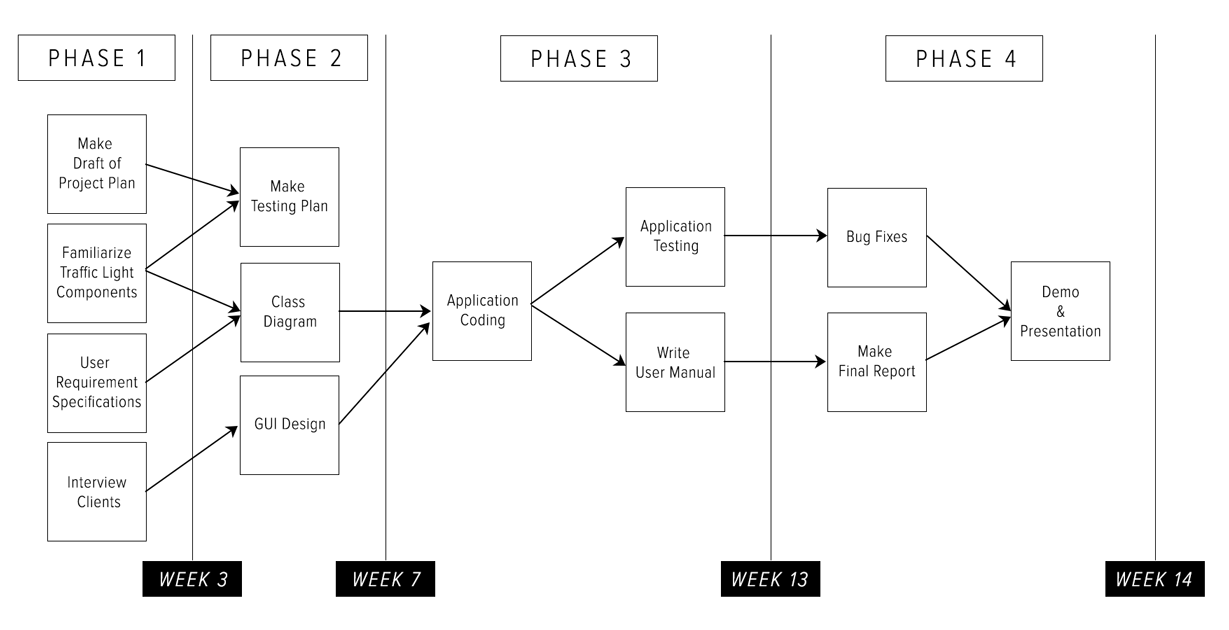
Client may increase the requirement of function of the application.

***Effect:*** will affect our project as we have limited time .

***Chances:*** I see there is less chances that client will increase the requirement of project because we already discussed what we will deliver.

***Solution:*** will make a MOSCOW list and approve from client which are must requirement for this project

# **Project Phasing**



## Phase 1: Requirement Gatherings

Activities of this phase are:

1. Make a Draft of Project Plan
   1. Project Statement
   2. Project Phase
   3. Project Management(MOSQUITO)
2. Familiarize Traffic Light Components
3. User Requirement Specifications
   1. Uses Cases
   2. Function Requirements
   3. Non-Function Requirements
4. Interview Client
   1. Create Questions

Deliverables for milestone **P1** are:

1. First Draft Project Plan
2. URS

## Phase 2: Initiations

Activities of this phase are:

1. Make Testing Plan scenarios
2. Class Diagram
   1. Discuss Class Diagram
   2. List every class with description
3. GUI Design
   1. Create GUI Sketches of the application

Deliverables for milestone **P2** are:

1. Test Plan
2. GUI Sketches & Wireframe
3. Class Diagram

## Phase 3: Building

Activities of this phase are:

1. Coding the application
2. Test the application
3. Write the manual

Deliverables for milestone **P3** are:

1. C# Application
2. User Manual
3. Testing Report

## Phase 4: Finalization

Activities of this phase are:

1. Bug Fixing
2. Make Final Report
3. Demo & Presentation

Deliverables for milestone **P4** are:

1. Final Report
2. Final Version of C# Application

# **Project Management**

**Project Profit:**

At the end of project, we will be rewarded with 7 ECs.

The final grading will be given by our tutor.

### Skills

* **Project Management**: For all members, certain skills are required to make sure the project runs smoothly.
* **URS**: members must have good knowledge about designing user Interface and making Use-cases.
* **Design Document**: member must have good knowledge about classes, methods, attributes and properties.
* Programming Knowledge: members must have enough knowledge about C#.
* **Test plan:** members must have test plan experience and do individual testing.

### Quality

We will assure that the traffic-simulation application will fulfill all the requirements specified by Mr. George. We will be available to the client at all times to make sure we are all on the same way and working towards the same goals.

To achieve the best quality of the project we have quality plan:

|  |  |  |
| --- | --- | --- |
| Deliverable | Quality Event | Purpose |
| First version of Project Plan | Expert Review | Ensure the information is accurate and well  constructed |
| Final version of Project Plan | Peer Review of  final draft | Ensure the Project Plan is in a fit state to be submitted to the client |
| First version of User Requirement Specification | Expert Review for completeness of URS | Ensure that all requirements are fulfilled |
| Final version of User Requirement Specification | Peer Review of  final draft | Ensure that all functional and non-functional requirements are accurate |
| First version of Test Plan | Walk-through  of early draft | Review early draft for completeness |
| Final version of Test Plan | Peer Review of  final draft | Ensure that all possible test scenarios are considered |
| First version of Design Document | Expert Review | Review early draft for  completeness |
| Final version of Design Document | Peer Review of  final draft | Review final draft for completeness and  construction |

### Time

In this part of the project plan we will determine the needed time and deadlines to deliver the sub-deliverables. The specified period for this project is 4 months which is divided into two periods of 6 weeks. This time schedule might change during the project progress.

The main sub-deliverables for “Traffic Control Simulation” project:

* Project plan *(PP)*
* User requirements specifications *(URS)*
* Test plan *(TP)*
* Design Document of the project *(DD)*
* Final project – Implementation of the project
* Process report *(PR)*
* Presentation *(PRS)*

### Time schedule

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| First period | | | | |
| Sub-Deliverable | | **Start date** | **End date** | **Assessment** |
| Phase I | PP | Week 1 | Week 2 | Week 2 |
| URS | Week 2 | Week 3 | Week 3 |
| Phase II | TP | Week 3 | Week 4 | Week 4 |
| GUI | Week 4 | Week 5 | Week 5 |
| Second period | | | | |
| Sub-Deliverable | | **Start date** | **End date** | **Assessment** |
| Phase III | Final Project  (Implementation) | Week 6– Week 9 | Week 9 | Week 9 |
| Phase IV | Final Report | Week 10 | Week 11 | Week 11 |
| Presentation &Demo | Week 11 | Week 12 | Week 12 |

### 

### Information

The following table shows the responsibility of each member who participate in this project.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | PP | URS | TP | DD | PR | MN | AG |
| Formal client | A, R | A, R | A, R | A, R | A, R | - | - |
| Project leader | Dr | Dr | Dr | Dr | Dr | A | A |
| Chairman | Di | Di | Di | Di | Di | Di | Dr |
| Secretary | S, Ar | S, Ar | S, Ar | S, Ar | S, Ar | Dr, S, Ar | S, Ar |
| Team member | Di | Di | Di | Di | Di | Di | Di |

### Abbreviations

|  |  |
| --- | --- |
| * PP: Project Plan * URS: User Requirements Specifications * TP: Test Plan * DD: Design Document * PR: Process/Project Report * MN: Minutes * AG: Agenda | * A: Approve * Di: Discuss * Dr: Draw up * S: Send * Ar: Archive * R: Receive |

### Organization