

Project plan

OWC Rwanda front-end

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1 DOCUMENT HISTORY

Version	Modifications	Author	Date
1.0	Described the project, organization, and global planning.	Ruben Dieleman	18/11/2020

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3 PROJECT

3.1 GOAL OF THIS DOCUMENT

This document describes the project and what, when, and how everything should be delivered. Additionally, it describes every other arrangement made.

3.2 GOAL OF THE PROJECT

The goal of this project is to create a front-end for an external project that is developing an application for the charity OWC Rwanda. The main goal of this project is to create an application that makes it possible for people to support said charity, which will be possible by means of donations.

Other than that people will be able to follow the charity's progress by providing a newsfeed.

3.3 STRATEGY

This project will be tackled using the SCRUM agile methodology. The duration of the project will be divided up into multiple sprints, which are shown in detail later in this document.

The communication between PO and SCRUM master will be done through email and Microsoft Teams. All meetings will be conducted in Microsoft Teams.

Internally WhatsApp will be used to communicate, Google Drive to manage the documents, GitLab to manage the code, and Trello to manage the project backlog.

3.4 CONDITIONS

End date	8 th January 2020
Budget	0,00 Euro
Extra conditions	Product must work on Android devices, but preferably on as many operating systems as possible.

3.5 FINAL PRODUCT

The final product of this project will be a front-end application, programming language to be decided, and a design document detailing all the design decisions that have been made.

Additionally, the following documentation will be delivered:

- Project plan
- Architecture document
- Test plan
- Test report
- Research reports for all research that has been conducted

4 ORGANIZATION

4.1 TEAM MEMBERS

Who	Role	Contact
Ruben Dieleman	Scrum master / Developer	363617@student.fontys.nl
Maik Henckens	Developer	

4.2 COMMUNICATION

Type	Frequency	Attending
Daily standup	Every Thursday and Friday	All team members
Sprint planning	At the start of every sprint	All team members and the PO
Sprint review	At the end of every sprint	All team members and the PO
Retrospective	At the end of every sprint	All team members

5 GLOBAL PLANNING

Phase	Start date	End date
Sprint 0	13 th November	20 th November
Sprint 1	20 th November	27 th November
Sprint 2	27 th November	18 th December
Sprint 3	18 th December	8 th January

6 QUALITY CONTROL

To be updated at a later time