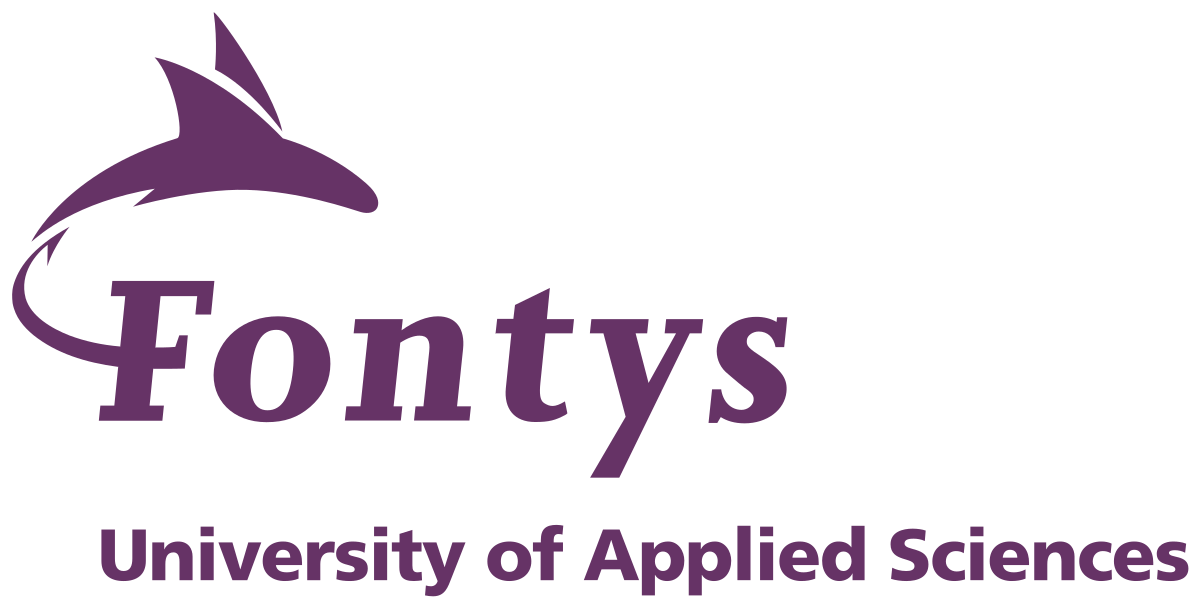
Project Plan

Business Marketplace for Edge Intelligence Sensors



08/03/2022 Eindhoven

Version: 0.2

CB-S3 Group 1

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#### **Version history**

| **Version** | **Date** | **Author(s)** | **Changes** | **State** |
| --- | --- | --- | --- | --- |
| 0.1 | 08/03/2022 | Esther Wolfs | Start project plan, chapter 1.1 - 2.2 | Started |
| 0.2 | 14/03/2022 | Esther Wolfs | Continue start project plan, chapter 3.1 - 5.2 | Started |
| 0.3 | 17/03/2022 | Esther Wolfs | Implement feedback | Finished |
| 1.1 | 15/04/2022 | Esther Wolfs | Add sprint 2 in planning | Started |

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# 1. Project Assignment

## 1.1 Context

Ivanti Edge Intelligence is a platform for IT administrators retrieving facts from within their environment. With their platform the administrator is able to discover, gather insights and take actions on happenings in their environment through software sensors. Characteristics about their platform are a simple user interface, fresh data as they retrieve their data directly from their endpoints, high performance, secure and scalable and they get better all the time with continuous delivery of new sensors, content and visualizations.

## 1.2 Goal of the project

The goal of this project is to create a digital marketplace for Ivanti that allows the company to provide their customers an user friendly environment from where they can download software products created by or related to Ivanti software solutions.

Ivanti currently does not have any specific tool to offer apps and packages to their customers or to allow the developers to upload their new applications or updates. With this project, we want to help Ivanti to extend their Edge Intelligence software so that they extend their catalog of services and offer a better experience to their customers.

The perfect outcome for Ivanti is a marketplace that works together with their already existing software, so it is easier to implement.

## 1.3 Strategy

For this project we have chosen to work with an agile approach. We will continuously keep delivering small features, instead of delivering the final product at once. This way we can work more flexibly and give a different level of priority to different features, and respond quickly to requests made by our client.

## 1.4 Research methods and methodology

The methodology that we will use is Agile scrum.

| Research Target | Research method | Observations |
| --- | --- | --- |
| Define relevant data to show in the description | Interview | which data is relevant for the user when is considering to download an app |
| How to display data in a graphical way | Literature study and available product analysis | display data about applications to users to help user select the best option |
|  |  |  |
|  |  |  |

## 1.5 Deliverables

Project plan, software solution, architecture, backlog, test plan/documentation, manual, research documents.

# 2. Project Organisation

## 2.1 Stakeholders and team members

Our team consists of 6 members, we also have a project tutor and a product owner.

| **Name** | **Abbreviation** | **Role and functions** | **Availability** |
| --- | --- | --- | --- |
| *Dennis Smits* |  | *Product Owner* |  |
| *Nicole Zuurbier* |  | *Project Tutor* | *Available on Monday between 9 am and 12 pm and Thursday between 1 pm and 4 pm* |
| *Aleksej Borisov* | *Alex* | *Developer* | *From Monday till Friday* |
| *Oleksandr Gurianov* | *OG* | *Developer* | *Monday: 09:00-12:00*  *Thursday: 13:00-16:00* |
| *Mohammad Nazibul Khan* | *MNK* | *Developer* | *From Monday till Friday* |
| *Lars Kluijtmans* | *Lars* | *Scrum Master* | *Monday till Sunday* |
| *Noelia Rodriguez Morales* | *Noelia* | *Developer* | *Mondays 09:00-12:00 and Thursdays 13:00-16:00* |
| *Esther Wolfs* | *Esther* | *Developer* | *Monday till Friday* |

## 2.2 Communication

The team members will meet each other in person at Fontys Eindhoven every week, at least on Monday morning and Thursday afternoon. For all other communication they will meet using MS Teams, either through voice calls or the normal chat. The goal is to discuss the progress of the project and to work on the project together.

To reach the project tutor Nicole Zuurbier, the team will be able to ask their questions in person at Fontys Eindhoven, on Monday morning and Thursday afternoon. For all communication they can use email or MS Teams.

The product owner Dennis Smits is available for questions and feedback via email or MS Teams.

# 3. Activities and time plan

## 3.1 Phases of the project

For this project we work with an agile approach. We work in sprints of 3 weeks, this means that every phase consists of 3 weeks. The first phase of our project is dedicated to research. We will start by writing the necessary documentation, like the project plan and the backlog. We will also write user stories and try to make a plan for the next sprint. At the end of this phase we will deliver our documentation and implement the feedback we will get.

## 3.2 Time plan and milestones

Every sprint consists of 3 weeks, we will update our plan at the end of every sprint, to include the next sprint.

| **Phasing** | **Effort** | **Start date** | **Finish date** |
| --- | --- | --- | --- |
| 1. Documentation Draft (Project Plan, Backlog, Wireframe, Activity Diagram, Project Presentation), ready Online Agile Environment, first Project Prototype | ~18 hours | 07/03/2022 | 25/03/2022 |
| 1. Documentation (Project Plan, Backlog, Project Presentation, Test Plan, Test Report), working Project Prototype | ~24 hours | 28/03/2022 | 15/04/2022 |
|  |  | 18/04/2022 | 13/05/2022 |
|  |  | 16/05/2022 | 03/06/2022 |
|  |  | 06/06/2022 | 24/06/2022 |

## 3.3 Sprint planning

| Sprint | Member | Task |
| --- | --- | --- |
| 1 | Lars | Make user stories, C4 Diagram |
|  | Noelia | Make user stories, C4 Diagram |
|  | Mohammad | Make user stories, C4 Diagram |
|  | Aleksej | Make wireframe, C4 Diagram |
|  | Oleksandr | Make wireframe, C4 Diagram |
|  | Esther | Make project plan, C4 Diagram |
| 2 | Lars | Implement user story (update my content/create my content), TICT, Activity diagram |
|  | Noelia | Make structure for react, TICT, Activity diagram, Login/logout |
|  | Mohammad | Implement user story (delete my content/view statistic), TICT, Activity diagram |
|  | Aleksej | TICT, Activity diagram |
|  | Oleksandr | Make wireframe, Activity diagram |
|  | Esther | Implement user story (read all/my content), TICT, Activity diagram |

# 4. Testing strategy and configuration management

## 4.1 Testing strategy

Which testing strategy???

Justify strategy ^

Unit tests….

UPDATE LATER

## 4.2 Test environment and required resources

Test environment…

We will be using the Gitlab CI/CD environment.

UPDATE LATER

## 4.3 Configuration Management

For version control we have set up a git repository.

What to do with branches/merge conflicts….

UPDATE LATER

# 5. Finances and risk

## 5.1 Projectbudget

For this project there is no budget.

## 5.2 Risk and mitigation

| **Risk** | **Prevention activities** | **Mitigation activities** |
| --- | --- | --- |
| 1 The product owner becomes unavailable | There should be at least two product owners, in case one of them becomes unavailable. |  |
| 2 A team member gets covid | https://www.wikihow.com/Prevent-Coronavirus | If the team member is not feeling too ill they can work from home |
| 3 Laptop crashes and all data is lost | Always make multiple backups on different hard drives/in the cloud |  |
| 4 Code crashed after implementing new feature or changing a feature | Frequently push new features to git | Revert to the previous stable version |
| 5 A team member doesn't finish their part of the project | Always have at least two people working on a feature and don’t let an important thing depend on just one person | Communicate with all members on the status of the project and the progress that has been made |