Rural Cultivation and Atmospheric Emulation Application (RCAEA)

**Rural Cultivation and Atmospheric Emulation Application**

Author: Raima Khan,

Tsanko Hadzhiev,

Richard Dyer,

Mihail Hadzhinikolov,

Zisis Damianidis,

Al-Mohaiminul Islam Khan

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INTRODUCTION

Purpose of Plan

The RCAEA Project Plan will provide a definition of the project, including the project’s goals and objectives. Additionally, the Plan will serve as an agreement between the following parties: Project Sponsor, Project Manager, Project Team, and other personnel associated with and/or affected by the project.

**The Project Plan defines the following:**

* Project purpose
* Project statement
* Business and project goals and objectives
* Management plan
* Risk assessment
* Roles and responsibilities
* Assumptions and constraints

Project Approach

In this project we will focus on specific phases for achievement of goals. Below are the important phases as follows:

Phase I: Project plan

Phase II: User requirement specifications

Phase III: Testplan+Testcases

Phase IV: Design document

Phase V: Codes

PROJECT STATEMENT

Formal Client

A representative from SIM Software’s board of management, Mr. Johnson has decided to meet with Tanks & Co™ to consider their RCAEA project submission.

Project Leader

This project will be done in 18 week, Richard Dyer is leading our project. He will work amicably with the formal client to meet and/or exceed their requirements. The project leader will be responsible for chairing the meeting with Mr. Johnson, and the communication between and within the project participants with Mr. Johnson.

Current Situation

SIM Software Inc. is interested in adopting simulation applications and has asked for project proposals. Tanks & Co™ has a simulation proposal and will meet with A representative from SIM Software’s board of management, Mr. Johnson and come up with an application in the span of 18 weeks. Mr. Johnson will be the mediator and ultimately make the decision if SIM Software will consider Tanks & Co’s RCAEA software.

Project Justification

The project was initiated by Tanks & Co.™ for agricultural workers to simulate cultivating specific crop(s) in an area of land during a certain length of time. An agricultural worker would be able to use RCAEA in order to determine when, where, and what crops to place in a specified piece of land.

Project Product

RCAEA emulates a certain area of land based on real land data. It considers regions factors such as weather whereby the user can select which outdoor agricultural crops to place in an area. The simulation will use real data on the crop and emulate its growth based one external and internal determinate factors. RCAEA will take all these factors into account and determine an estimated cost and production outcome. Data will be saved in a file which the user can load or keep for their own records.

Project deliverables and non-deliverables

**Deliverables:**

* Minutes
* Agenda
* Project plan
* User requirements specification
* Design
* Test plan
* Test cases
* Working application
* Process report
* Presentation
* User-Manuel

**Non-deliverables:**

* Verbal-Progress Meeting
* Verbal-Question And Answer Meeting

CONSTRAINS

Project constrains

Given below are constrains of project:

* The entire project will be delivered in week 18, following project plan.
* The application will be created in C# Visual Studio.

PROJECT RISK ASSESSMENT

Risk Assessment

| **Risk** | **Risk Level**  **L**ow**/M**edium**/H**igh | **Likelihood of Event** | **Counter measure** |
| --- | --- | --- | --- |
| **Project Size** |  |  |  |
| Behind Project Schedule | **L:** Team is behind project plan schedule | **Unlikely** | Created comprehensive project timeline with frequent baseline reviews |
| **Project Staffing** |  |  |  |
| Absence of team leader | **L:** N/A | **Likely** | Other team member will manage responsibilities of leader. |
| Absence of Minute keeper | **L:** N/A | **Likely** | Project leader will keep minutes |
| Absence of Contact person | **L:** N/A | **Likely** | Project leader will contact client |
| Physical Location of Team prevents effective management | **M:** Team is dispersed among several sites | **Likely** | Use of good communicational plan. |
| Weak User Participation on Project Team | **L:** Users are part-time team members | **Unlikely** | User Group Participants coordinated by full time employee |
| Team’s Lack of Knowledge of Package | **M:** Conceptual misunderstanding | **Somewhat likely** | Team will help those members. |

GOALS AND OBJECTIVES

Business Goals and Objectives

The business goals and objectives for this project are following:

* A simulation will be designed for the farming situation.
* Increases potential profits by calculating potential costs and crop yields.
* Is easy to use.

Project Goals and Objectives

Project goals and objectives:

* Accomplish project business goals and objectives within defined budget and time parameters.
* Make project plan for software project
* Make use cases
* Make nonfunctional requirements.
* Make test plan consisting of test cases.
* Make a design consisting of a class diagram and a few sequence diagrams.
* Design an application that will simulate possible farming cases.

MANAGEMENT PLAN

Money

The Mr. Johnson requested assistance from his friend Mr. Andre Postma who is working as a teacher in the ICT department in Fontys to make Rural Cultivation and Atmospheric Emulation Application. The design budget will initially be covered by Tanks & Co™, and should SIM Software decide to approve and purchase the project, the costs to buy the application will be discussed further.

Skills

* Project Management
* Programming skills
* Risk Management
* Database Administration
* Quality Management
* Business case writing
* Administrative / Secretarial Skills
* Scheduling

Test Skills

In support of separation, the most compelling argument is that testing and development require different skills and different attitudes. While developing, we usually think "How can I make this as useful as it can be for its users?" but in testing we should set our mind to think "I am going to break this!”. Skills needed for testing is to be able to

* looking for the vulnerabilities,
* setting up states and
* performing sequences of actions which the developers would find perverse in order to expose a crack in the armor.

Test Plan

The test plan will be created to communicate the test approach to team members. It includes the objectives, scope, schedule, risks and approach. The test plan will also clearly identify what the test deliverables will be and what is deemed in and out of scope. The test team is responsible for testing the product and ensuring it meets their needs. The test team is both the customer and the tester in this project.

Quality

Our team defines quality in the deliverables as coherent, informative, and completed in a timeframe. Our team will strive to meet and/or exceed the standards as expected of the client.

The team will deliver quality work based on our members' competency, division of labour, team communication, and as a group we will collectively review each deliverable before submission.

lication will be clear and nd simulate traffic cases. ssing.t be possible to adjust the l have priorityn his city. intersecti

Version: 0.0n order ehind project plan scheduleTime

Forecast on the amount of time needed to successfully carry out these activities is:

* Meeting with client 9 hours
* Designing user cases 18 hours
* Designing class diagrams 18 hours
* Building and testing application 150 hours
* Designing process report 6 hours
* Designing presentation 2 hours

Meeting with group members 648 hours

and working at project together

(The calculations are for the total number of hours of all group members combined.)

Organization

Our project has the following structure of organization:

Contact person

**Raima Khan**

**Andre Postma** (Assistant)

**Mr. Johnson** (formal client)

Team members

**Mihail Hadzhinikolov**

**Zisis Damianidis**

**Al Al-Mohaiminul Islam Khan**

Project leader

**Richard Dyer**

ASSUMPTIONS

Minute keeper

**Tsanko Hadzhiev**

Project assumptions

Following are assumptions in our project:

We assume that the weather will follow recent years’ patterns.

Milestones

The following represents key project milestones, with estimated completion dates:

**Milestone**

**Phase I: Initiation**

The initiation is the start of the project. During the initiation phase scope, objectives, purpose to be produced.

Tasks for the activity are:

* Organize team (chose Leader and set rules)
* Interview with the client

Deliverables for Phase I:

* Project proposal
* Project plan
* Concept version of URS

Estimated deadline: 18th September

**Phase II: Design**

During Design phase two major events will take place: creating the URS and Test plan.

Deliverables for Phase II:

* User Requirements Specification document
* Test plan

Estimated deadline: 1st October

**Phase III: Build**

During the build phase result is evaluated according to the list of requirements that were created in the URS

Deliverables for Phase III:

* Demo application

Estimated deadline:2nd December

**Phase IV: Spring planning**

Deliverables for Phase IV:

* Design documentation
* Test cases
* Test report
* Application Code
* Demo

Estimated deadline: date to be determined at a later time

**Phase V: Deploy**

Deployment is the final phase of the project, application is completed and presented to the client.

Deliverables for Phase IV:

* Application
* Presentation

Estimated deadline:20th January

In the table below are shown the phases with its deliverables and the estimated completion date.

Design

Spring planning

Deploy

Build

Initiation

Final version

Design documentation

Interview client

URS

Coding

Start-up

Test cases

Presentation

Create a test plan

Project Plan

Test report

App code/Demo

August 28th October 5th November 25th January 10th January 20th

*Figure 1.1*

Roles and responsibilities

Project Roles and Responsibilities

| **Role** | **Responsibilities** | **Participant(s)** |
| --- | --- | --- |
| Project leader | 1. Provide project guidance 2. Review/approve some project decisions 3. Arrange meeting with client. 4. Provide help in creating documents 5. Provide help in creating application | Richard Dyer |
| Contact person | 1. Contact client 2. Send all deliverables to client on time 3. Create agenda 4. Provide help in creating documents 5. Provide help in creating application | Raima Khan |
| Minute keeper | 1. Note minutes of all meetings 2. Provide help in creating documents 3. Provide help in creating application | Tsanko Hadzhiev |
| Project Participants | 1. Provide help in creating documents 2. Provide help in creating application | Mihail Hadzhinikolov  Zisis Damianidis  Al Al-Mohaiminul Islam Khan |

APPROVALS

Sign-off Sheet