Project Plan

Housing app

Individual project
Semester 3

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Version history

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1.0	16.09.2022	Rositsa Nikolova	Creating the document

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1. Project assignment

1.1 Goal of the project

The project aims at developing a web application for rental properties. The software system is going to serve as a meeting point for people who rent out their properties and the people who are looking to rent one. The goal of the project is to provide the needed functionalities for the people who want to rent out their properties to manage their property ads and update to premium account to access the more advanced features of the web application to help them rent out their properties faster and see some useful insights and trends related to the real estate market in the Netherlands that will help them make better decisions for a next investment in the real estate market. On the other side, the web application will make finding the right property for the potential renters way easier by proving features as filtering, creating the desired criteria for home, email alerts and notifications. To ensure the quality and the accuracy the of the data added in the app, the system will support an account for an administrator who will monitor the content and approve requests.

1.2 Strategy

The project management framework for the project will be Scrum because, on a first place, allows flexibility of the project. Some requirements may be added, other may be excluded, changes can be made all the time while project is evolving until it takes its final form. On the second place the work will be split into small tasks, picked up by level of priority which, firstly - will make much clearer what should be delivered after every sprint and secondly – the most crucial functionalities for the product will be implemented first. Additionally, after every sprint there will be feedback meetings where it will be discussed how the sprint went, what are the improvement points and the priorities for the next one. Finally, the scrum methodology could be very useful when it comes to testing and ensuring the product quality because it allows constantly testing of small parts rather than everything at the end.

2.   Project organisation

2.1 Stakeholders and team members

The stakeholders for the project are: Rositsa Nikolova – Software Developer, Marcel Boelaars – mentor and technical teacher, Frank Coenen – mentor and technical teacher.

2.2 Communication

After every sprint there will be a feedback meeting scheduled with one of the technical teachers to review deliverables of the sprint and plan what must be done for the next one. Additionally, at least twice a week there are going to be feedback sessions with the technical teachers to check the current progress and give guidance if needed. All meetings will be on site.