Fontys University   
  
Department of ICT

pepsi

Project Plan

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PROJECT PLAN

FONTYS UNIVERSITY OF APPLIED SCIENCES

HBO-ICT: English Stream

|  |  |
| --- | --- |
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| project period: (from – till) | 23-02-16 - |
| Data company: | |
| Name company/institution: |  |
| Department: |  |
| Address: | Eindhoven, The Netherlands |
| Company client: | |
| Family name, initials: | Kuah, Ch. |
| Position: | Ceo |
| University tutor: | |
| Family name , initials: | Mr. Kuah |
| Final report: | |
| Title: | Contract agreement |
| Date: |  |

Approved and signed by the tutor:

Date:  
Signature:

Approved and signed by the client:

Date:   
Signature:

Agreed and signed by the student:

Date:   
Signature:

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# Project specification

## Formal client

The client, Mr.Kuah, hires our team “Cargasm” to develop a website for a car exhibition event, which would be organized in Tilburg, The Netherlands.

## Project Leader

The project leader is Dimitar Ryapov, leading a team, consisting of three more developers: Petya Mihova, Lyubomir Aleksandrov and Diyan Ganev.

## Current Situation

The client, Mr.Kuah, will organize a car exhibition event, in Tilburg. The client does not have the system, such as a website, as well as an application, for the event. Consequently, the client hired our team “Cargasm” for maintaining the whole system.

## Problem Description

Currently, there are four problems, connected to the planning of the car exhibition event that should be resolved by the team. Firstly, there does not exist a system for such an event, consequently a new software system should be built, from scratch, for the event. The system should be fully operational, by the end of May, for the event to take place. Secondly, there is no place on internet, where information, concerning the event can be found making promotion of the event, towards the target market difficult. Moreover, there is currently no place, where prospective customers of the event can buy tickets, because the event is coming soon. Last but not least, there is no system for customers to pay during the event. Therefore, the team decides to use RFID’s that will contain a unique id, as well as information how much balance does the customer has in it, to spend during the event.

## Product

* A website, which is going to be used for buying tickets for the event, browsing the “Fan shop”, where people could see the items that are going to be offered in the shops and an information page about the event. Furthermore, visitors could see a contact form where they could find out how to contact with the organizer of the event.
* An application that is going to be made for the employees of the client. They are going to be able to check if a person has bought a ticket (on the entrance of the event). Moreover, the application is going to be used on the “Loan shop”, where the employees are going to assign the items loaned to the people who loaned them. Another functionality that is going to be implemented is the one that is going to be used in the shops – the employees are going to withdraw money from the visitor’s account when he/she buys something. On the camping site of the event, a person is going to be checked if he/she has a place assigned to. At last, when checking out, the application is going to be used to make a check if the person has loaned something and if there is money in his account, they are going to be transferred to his bank account via PayPal.

## Deliverables

* Logo
* Website (for the car exhibition event)
* Facebook page(with an advertising aim)
* Agenda and minutes
* Manuals for the app
* Final presentation of the product
* An application to be used at the entrance of the event
* An application to be used at the virtual fan shop to browse through the available items in the event shops
* An application to be used at the stand, where visitors could buy promo materials
* An application to be used when a visitor leaves the event
* An application for the organization to inspect the status of the event
* An application to convert the information in the PayPal-text-file to the database
* Database design
* Rental shop
* Information about visitors (details such as name, age, address, etc.)
* Check in at the entrance
* Check in/ check out
* Final Presentation

## Non- Deliverables

* Data in the database
* Payment via the website
* Bracelets with RFID chips

## Table

|  |  |  |
| --- | --- | --- |
| **MUST** | | |
|  | Contact page – have a way how to contact |  |
|  | Project Agreement |  |
|  | Website design |  |
|  | GUI |  |
|  | Log file |  |
|  | Database design |  |
|  | Presentation(final) |  |
|  | Logo |  |
|  | Website for users |  |
|  | Application for employees and boss |  |
|  | Application to put money in |  |
|  | Facebook page |  |
| **SHOULD** | | |
|  | Different versions of the website/ application |  |
|  | Facebook advertisement |  |
|  | Research on RFID and barcodes |  |
|  | Research on colour themes |  |
|  | Research on Application design & Design Application |  |

|  |  |  |
| --- | --- | --- |
| **COULD/EXTRA** | | |
|  | Different versions of the website/ application |  |
|  | Counter |  |
|  | Email reminder |  |
|  | Help menu bar in the website |  |
|  | Fan page |  |
|  | Gallery |  |
|  | Different type of tickets |  |
|  | Re-charging RFIDs’ at the event |  |
|  |  |  |

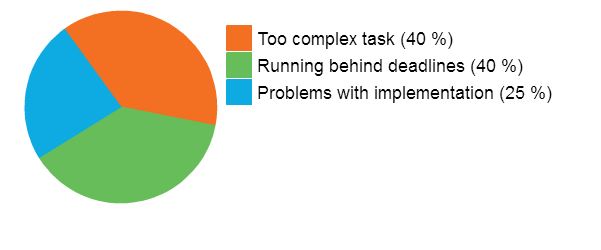
Legend:

* - done task
* - task in process

**1.7. Risks**

|  |  |  |  |
| --- | --- | --- | --- |
| **Risk** | **Possibility** | **Impact** | **Solution** |
| **The problem is too complex to be completely solved** | **40%** | **There might be some delay due to the complexity of the task** | **The problem will be reevaluated, less restrictive constraints will be placed and a solution to a smaller problem will be developed** |
| **We are running behind the given phasing deadlines** | **25%** | **High** | **Make adjustments in the schedule** |
| **Our team faces problems with implementation of the application** | **40%** | **High** | **Making research about the technologies that we are going to use before the actual implementation** |

Legend: % to happen the risk



## Constraints

* **Time**

The system should be released, as well as running at the end of May, therefore the team has a time limit constraint that should reach. Moreover, there are several intermediate deadlines, such as the facebook page should be up for advertising and recruiting purposes, as well as some specific pages like the contact page, should be developed and running sooner.

* **LogFile Structure**

The log file for the payment has a specific structure that the team should acquiesce in. It is also limited to 1000 deposits and it will be delivered by PayPal.

* **Object-Oriented Programming**

The system should be programmed using an object- oriented language. Due to the fact, the programming would be done in segregated parts, the usage of C# would be more beneficial and appropriate, as well as each team member is versed in that program.

# Project phasing



|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| W1 | W2 | W3 | W4 | W5 | W6 | W7 | W8 | W9 | W10 | W 11 | W12 | W13 | W14 | W15 | W16 | W17 |
| **Make the project plan** | | | | | | |  |  |  |  |  |  |  |  |  |  |
|  | **Make the design of the app & website** | | | | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  | **Develop and run the website & application** | | | | | | | | | |
|  |  |  |  |  |  |  |  | | | | | | | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| ***Phase*** | ***Sub-phase*** | ***Deadline*** | ***Deliverable*** |
| 1. Make the project plan | In the first phase, the team will have meetings with the client in order to state the current situation and propose him possible solutions about the problem. Furthermore, the team will have internal meetings, in order to come up with a clear idea about a possible solution. | 20.03.2016 | Project plan(agreement) for the client |
| 1. Make the design of the website and the application | The team will develop the whole design of the website and application, along with the possibility for database construction and GUI(Graphical User Interface). In order to meet up all the requirements for the application, as well as the website that are set by the client, the team will continue with the weekly meetings. Moreover, the team will have meetings without the client’s presence due to improvement reasons, including quality of the deliverables, preparation of different versions of both, the website and application, etc. | 20.03.2016 | Design of the project website & the design of the application for the client’s employees. |
| 1. Develop the website and the application | The last phase consists of several sub-phases. The team will develop the website and the application, by means of testing methods. Another part of this phase is the advertisement, which will be made by executing a research method on the best advertising techniques and again having meetings with the client, as well as internal team meetings. | Week 17 | The website and the application are going to be delivered in a developed and running way to the client. Moreover, there would be already an implemented and runnable advertisement for the event. |

# Management plan

## Communication

Communication with the team happens by weekly meeting with the client, as well as the team to discuss the progress of the project. In addition to that, the team uses version control system (GitHub), such that it can develop several different versions of the product, as well as save previous versions.

## Skills

There are skills that are needed in order to realize the project. The level of these skills is sufficient and progress on the project will improve the developers’ skills, enlarge experience, as well as knowledge:

·         Soft skills (Communication skills, presentation skills, writing skills)

·         Mathematical skills (Graphs, Tables)

·         Development skills (JavaScript, HTML, CSS, Networking)

## Quality

The quality of the products will be checked, by preparing several usability tests, such that different testing methods would be applied, by means of which the team will test how simple, user-friendly and understandable is the website, as well as the application.

* 1. **Information**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Project Plan | Final Version | Presentation |
| Project Leader (Dimitar Ryapov) | Dr, A, R | Dr, A, R | A, R |
| Secretary,  Quality Manager | Dr, A, R | Dr, A, R | A, R |
| Developers | Dr, A, S | Dr,A,S | Dr, A, R |

Legend: Dr - Draw up, A - Approve, S - Send, R – Receive

## Time

|  |  |
| --- | --- |
| ***Activity*** | ***Time*** |
| **Make Information website** | **2 weeks** |
| **Make mock-ups** | **2 weeks** |
| **Develop the website** | **3 weeks** |
| **Making design of the application** | **2 weeks** |
| **Develop the application** | **5 weeks** |
| **Advertising (make advertisements for social media)** | **1 week** |
| **Testing the application** | **1 week** |

## Organization

Employees

Quality Manager(P.Mihova),   
 Secretary(D.Ganev)

CEO  
 (Mr.Kuah)

Developers: P.Mihova, L.Aleksandrov,D.Ganev

D.Ryapov

Team Leader

## Method of Working

The project is going to be executed with an approach, which is consisted of several different phases, each of them, containing a beginning and deadline, which will play the role as guidelines on the progress. Each week, the team organizes meetings, during which each team member talks about what he has done, what he will do and what problems he has faced. Besides that, weekly meetings are scheduled with the client, Mr.Kuah, to keep track of the progress of the project.