**Project Plan**

***<<PROJECT NAME>>***

*Ivanti*

<<

*This template can be used for all projects, especially software engineering projects. Chapters or parts that are not applicable can be removed.*

*Text in italic is background information and must be removed in the final version of your project plan.*

*Note that this is a template and can be changed for own purposes, e.g. you can adapt the layout to the layouts as used at the company of your internship.*

*For your project name, think of a name that highlights the most relevant aspect of your project, and specify whether it is about graduation internship or third year internship.*

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| **Version : 0.1** |
| **State : in progress** |
| **Author : Tony Jiang, Mihail Bogdanov, Mathijs Janssen, Tymofii Katyshev, Artemii Ivliev** |

#### Version history

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| 0.1 | 14 march | **Tony Jiang, Mihail Bogdanov, Mathijs Janssen, Tymofii Katyshev, Artemii Ivliev** | Create document | In progress |
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# Project assignment

## Context

*The current moment there are no easy-to-use marketplace available. There is a need for an independent app store for computers.*

## Goal of the project

*Ivanti wants an easy way to distribute their software’s and to provide great customer experience.*

## Scope and preconditions

*<<What activities and which end products (to what extent or quality) belong to the project, and which don’t.>>*

|  |  |
| --- | --- |
| **Inside scope:** | **Outside scope:** |
| 1. Project plan | 1. Wireframes |
| 1. URS | 1. Subscirption options |
| 1. Test plan | 1. Global administrator area for managing packages |
| 1. Test report 2. UML Class diagram 3. Scrum board – Jira 4. Git repository – GitLab 5. CI/CD Environment 6. Mongo Database 7. Login system 8. Download/Upload functionalities 9. Working Web Application |  |

## Strategy

*The strategy which is going to be used for the project is agile method, called scrum. The justification on using scrum is that it helps to divide large project which contains big amount of work into smaller chunks (sprints), which would help to work more productively and efficiently. Moreover, one of the top priorities of the development team is having clear and regular communication with stakeholders, which is possible with scrum meetings. Finally, during the mentioned meetings weekly feedback on the product is received, which helps to quickly adjust the development way to client’s needs.*

## Research questions and methodology

*<<*

*Describe the research questions that are most relevant to your project. For each research question, describe the approach and/or methodology. Use the Dot Framework to specify strategies and methods - see* [*http://www.ictresearchmethods.nl*](http://www.ictresearchmethods.nl) *for details.*

*Note that research is not only part of the initial phases (like analysis) of the project, but runs throughout the whole project. E.g., in the realization phases, you will probably do research in the Workshop and Lab context.*

*Realize that during the project your research questions may change, and that new ones will come up. That normal for any project, and is not a problem as long as you involve the right stakeholders, and keep your deliverables updated.*

*>>*

## End products

*<< A Product Breakdown Structure (PBS) lists the end products that you realize, including a description of each product. In software engineering, the products are more than just the project plan and the application itself. E.g., requirements documents, architecture documents, research reports and test reports are all end products. These are all important products that are required for effective handover. They are also necessary for further maintenance and follow up-projects. The PBS can change during the course of the project.>>*



# Project organisation

## Stakeholders and team members

*<<Indicate all stakeholders and team members for your project. For each stakeholder indicate the role for your project. Note that the role that a person has for your project is different from the function the person has. E.g., someone with the function “department manager of department X” can have the role of product owner for your project.*

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Abbreviation** | **Role and functions** | **Availability** |
| *Dennis Smits* | *D.S* | *Client/Product owner* | *N/A* |
| *Nicole Zuurbier-Munneke* | *N.* | *Project coach* | *N/A* |
| *Mihail Bogdanov* | *M.C.* | *Team developer* | *N/A* |
| *Tony Jiang* | *T.N.P* | *Team developer* | *Every day: 9:00 – 17:00* |
| *Mathijs Janssen* | *M.J.* | *Team Developer* |  |
| *Tymofii Katyshev* | *T.O.* | *Team Developer* | *Mondays – Thursdays 10:00 – 18:00. Fridays – 10:00 – 15:30* |
| *Artemii Ivliev* | *A.Y.* | *Team Developer Temporary SCRUM meetings keeper* | *Monday – Friday 10:00 – 16:00*  *Weekend – not available* |

## Communication

*The meetings with the client will be held at Fontys R10. In of some unexpected circumstances, the meetings may take place online on Teams. The daily team communication will be conducted through WhatsApp or Teams.*

# Activities and time plan

## Phases of the project

1. *Analysing the problem – decide on the project problematics, unique features, project context and other details.*
2. *Setting up working environment – set up everything that is required to start developing (set up GIT repository, CI/CD, create IntelliJ Idea project).*
3. *Preparing documentation with planning – use cases, project plan, activity diagram and so on.*
4. *Implementing basic functionalities– develop basic back end*
5. *Continuous development – improve back end and start coding the front end*
6. *Core sprint – concentrate on continuous integration of the project.*
7. *Documentation improvement – improve the documentation based on the feedback given.*
8. *Working on advanced features - start implementing advanced features*
9. *Wrapping up – finish working on both code and documentation, deliver the final version of the project*

## Time plan and milestones

*<< For a waterfall project you can indicate the phases and milestones below (can be adapted as required).*

*For an agile project, describe how the artefacts are planned. E.g., length of sprint (with justification), organization of stand up, demo, retrospective.*

*>>*

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| --- | --- | --- | --- |
| **Phasing** | **Effort** | **Start date** | **Finish date** |
| 1. Analysing the problem | 9 | 03/14/2022 | 03/21/2022 |
| 1. Setting up working environment | 4 | 03/14/2022 | 03/25/2022 |
| 1. Preparing documentation | 7 | 03/14/2022 | 03/25/2022 |
| 1. Implementing basic functionalities | 6 | 03/28/2022 | 04/14/2022 |
| 1. Continous integration | 8 | 04/18/2022 | 05/13/2022 |
| 1. Core sprint | 10 | 05/16/2022 | 06/24/2022 |
| 1. Documentation improvement | 4 | 03/14/2022 | 06/24/2022 |
| 1. Working on advanced features | 3 | 06/03/2022 | 06/24/2022 |
| 1. Wrapping up | 6 | 06/03/2022 | 06/24/2022 |

# Testing strategy and configuration management

## 

## Testing strategy

*Our team is most familiar with unit testing so that will be the primary strategy we will use. Also it is good for us to test as much of our logic layer as possible.*

## Test environment and required resources

*We will make use of CI/CD. The rest is to be decided.*

## Configuration management

*The team will make use of branches for individual functionalities. Tagging will be used for finalizing the stable version of the project in the end of each sprint.*

# Finances and risk

## Project budget

*For now, no budget will be needed.*

## Risk and mitigation

*<< Investigate and define all risks affecting the project. For each risk indicate what has been done, or will be done during the project, to prevent the risk from being actualized, and define the mitigation actions, such as what you plan to do if the risk actually eventuates. Think both from an organizational perspective about risks (e.g. sudden unavailability of the company mentor) and also from a content perspective (e.g. what happens if your research shows that it is a better to purchase an application than to develop it as a major part of your internship).*

*In a more elaborate version, you can also label the risks with their chance of occurrence and impact. The advice is to focus on risks that have both a real chance of eventuating and some considerable impact. Direct risks, like what to do if your company supervisor is not available anymore, should always be described, as they have happened in the past quiet regularly.*

*>>*

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| **Risk** | **Prevention activities** | **Mitigation activities** |
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