**Project Plan**

***<<Casino Royal>>***

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| **Date : 15/09/2023** |
| **Version : 1.0** |
| **State : In progress** |
| **Author : Stefan-Nikola Stanev** |

#### Version history

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| --- | --- | --- | --- | --- |
| **Version** | **Date** | **Author(s)** | **Changes** | **State** |
| 1.0 | 15/09/2023 | Stefan-Nikola Stanev | Started project plan | In progress |
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**Distribution**

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| **Version** | **Date** | **Receivers** |
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# Project assignment

## Context

*Our company “Casino Royal”, operates in the online gaming industry, focusing on in-game item trading and entertainment for game CSGO. We have strong presence among gaming enthusiasts and are looking to expand our options.*

## Goal of the project

* ***Why****: The project aims to make use of the popularity of CSGO skins and create a unique marketplace where users can trade these skins and participate in a blackjack game for additional fun.*
* ***Preferred Situation****: We envision a thriving online platform where users can easily buy and sell skins and enjoy playing blackjack with the potential to win even more valuable skins.*
* ***Advantages****: This project will enhance user engagement, increase our revenue through various transaction fees, and establish us as the most trusted and the best platform for CSGO skin collectors.*
* ***Value to the Company****: The project aligns with our strategic goals of diversifying our offerings, expanding our user base, and boosting profitability.*
* ***ICT Product Possibilities****: The web application will offer features like user registration, a secure marketplace for trading CSGO skins using coins as currency, and an integrated blackjack game for additional excitement.*

## Scope and preconditions

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| --- | --- |
| **Inside scope:** | **Outside scope:** |
| 1. Development of a secure and user-friendly marketplace for trading CSGO skins. | 1. Features unrelated to the marketplace and blackjack game. |
| 1. Implementation of blackjack game with coin currency. | 1. Any specific technology choices already made by the company. |

## Strategy

We have chosen an Agile approach, specifically Scrum, for its adaptability to changing requirements and its ability to deliver value to users.

## End products

* Web application
* User Registration Module
* Marketplace Module
* Blackjack Game Module
* Documentation
* Project Plan
* Other documents that will be asked in future sprints

# Project organisation

## Stakeholders and team members

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Abbreviation** | **Role and functions** | **Availability** |
| *Stanev, Stefan-Nikola* | *X* | Project Lead  Developer  Scrum Master | Full-time |
| *Rabeling, Bart* | *X* | Project Mentor  Reviewer | 2 times a week in their lectures |
| *Pesic, Maja* | *X* | Project Mentor  Reviewer | 2 times a week in their lectures |

## Communication

*Weekly lecture meetings with teachers*

* *Goal: Discuss and showcase project progress, ask questions, receive guidance and feedback I can apply before next spring review.*
* *Location: (R10 Fontys building)*
* *Timing: Twice a week with each teacher.*
* *Attendees: Stanev, Stefan-Nikola; Rabeling, Bart, Pesic, Maja*

*Questions via Email/Teams or Canvas*

* *Goal: Address specific questions and seek clarification.*
* *Location: Email, Teams or Canvas*
* *Timing: Whenever needed.*
* *Attendees: Stanev, Stefan-Nikola; Rabeling, Bart, Pesic, Maja*

*Spring Review Meetings (Every 3 weeks)*

* *Goal: Review completed work from previous sprint, receive feedback and plan for next sprint.*
* *Location: In person (R10 Fontys)*
* *Timing: Every 3 weeks (After the end of each sprint).*
* *Attendees: Stanev, Stefan-Nikola; Rabeling, Bart, Pesic, Maja*

# Activities and time plan

## Phases of the project

* Sprint Planning and Setup (Sprint 1):
* Problem Analysis
* Project Plan Creation
* Initial Project Setup (Development Environment, Version Control, Tools)
* User Stories and Backlog Refinement
* Front-end setup Development (Sprint 2):
* Initial Frontend setup
* Backend
* Design document version 1
* Back-end Development and Database Setup (Sprint 3):
* Design document version 2
* Initial Backend to Database setup
* SonarQube
* Authorisation, Testing and Quality Assurance (Sprint 4):
* Design document version 3
* Authentication and authorization implementation
* Continuous Integration and Sonarqube
* Additional Features and Improvements (Sprint 5+):
* Final design document
* Websockets feature
* Minimum viable product (MVP) features implemented
* Continuous Integration and Sonarqube
* Handover, Evaluation, Reflection, and Wrap-up (End Phase):
* Final UX feedback report
* Final individual track product with minimum viable product (MVP) features implemented
* Continuous Integration and Sonarqube
* (Optional) A web performance review document

## Time plan and milestones

|  |  |  |  |
| --- | --- | --- | --- |
| **Phasing** | **Effort** | **Start date** | **Finish date** |
| 1. Sprint 1: Sprint Planning and Setup | * Problem Analysis * Project Plan Creation * Initial Project Setup * User Stories and Backlog Refinement | 04/09/2023 | 22/09/2023 |
| 1. Sprint 2: Front-end Development Setup | * Initial Frontend Setup * Backend Development * Design Document Version 1 | 22/09/2023 | 13/10/2023 |
| 1. Sprint 3: Back-end Development and Database Setup | * Design Document Version 2 * Initial Backend to Database Setup * SonarQube Integration | 13/10/2023 | 10/11/2023 |
| 1. Sprint 4: Authorization, Testing, and Quality Assurance | * Design Document Version 3 * Authentication and Authorization Implementation * Continuous Integration and Sonarqube Integration | 10/11/2023 | 01/12/2023 |
| 1. Sprint 5+: Additional Features and Improvements | * Final Design Document * Websockets Feature Implementation * Minimum Viable Product (MVP) Features Implemented * Continuous Integration and Sonarqube Integration | 01/12/2023 | 22/12/2023 |
| 1. End Phase: Handover, Evaluation, Reflection, and Wrap-up | * Final UX Feedback Report * Final Individual Track Product with MVP Features Implemented * Continuous Integration and Sonarqube Integration * (Optional) Web Performance Review Document | 22/12/2023 | 19/01/2024 |

# Testing strategy and configuration management

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## Testing strategy

*Testing will be done using Unit Tests:  
Testing individual components and functions to ensure they work as expected. Aiming for a high percentage of code coverage for unit tests (e.g., 80%).*

*Automation: Yes, unit tests should be automated.*

## Test environment and required resources

* ***Test Environment:***
* *Unit testing will be conducted within the IntelliJ IDE, utilizing test classes for code validation.*
* *Comprehensive testing of the whole application will be executed through the web interface or Postman.*
* ***Test Resources:***
* *Developers will leverage IntelliJ IDE for unit testing, ensuring code reliability and functionality.*
* *A dedicated testing environment will be established to perform end-to-end system testing and user acceptance testing.*
* *Postman or similar tools will be employed for API testing, streamlining the evaluation of application interfaces and endpoints.*

## Configuration management

* **Tooling:**
* GitLab will serve as the primary version management tool for the project.
* Git will be used as the underlying version control system.
* **Branching Strategy:**
* Master will be used as the main branch when developing.
* Main will be used to deploy final version of each sprint
* Additional branches can be created depending on the requirements and the needs of the developer.
* **Change Requests and Problem Reports:**
* Change requests and problem reports will be managed using GitLab's issue tracking system.