

Project Management Plan

<Fontayne Vacation Park>



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Document history

Version	Author	Date	Description	Status
0.1	All group	18/09/2023	We used the wrong template provided on canvas.	Updated
0.2	All group	26/09/2023	The actual template will be updated based on the feedback from Ms Xuemei.	Updated
0.3	All group	03/10/2023	Redesigned according to feedback from Xuemei.	Current

Terms & abbreviation

SDD	System Design Document

1. Project description

1.1 Context

Fonteyn Holiday Parks company asked for our help to organize and centralize the ICT environment. For now the number of users working on each environment is also relatively limited. User management is a mess, because employees who have been working for the group for some time often have too many authorizations based on their previous positions. But there are also many employees in the Windows Active Directory who left the company a long time ago. There are different naming conventions for the usernames and groups and there is no password policy. There are the main problems in addition to other spillover problems. The current disorganized and inefficient state of the infrastructure in the park there is leading to disruptions that may hinder the workflow.

That is why our team's main goal is to create a good and clean infrastructure for the park in the Netherlands as well as for other branches in neighboring countries and connect them between each other. In addition to this, we must have great security, an excellent accessibility of data from everywhere (also split private data from public) and have automated deployment and management of corporate-managed devices.

1.2 Project goal

To improve and expand the Fonteyn vacation park growth and to support the business.

1.3 Project scope

Inside scope:	Outside scope:
1 Setting Up A Web-Server	1 Payment system
2 Network Diagram (will be weekly updated)	2 Mobile app
3 User Friendly reservation system on the Web-Site	3 Other parks
4 LAN Segmentation	4 Integration with External Booking Platforms
5 Documentation	5 Social Media Integration
6 Security and Compliance Considerations	6 Multi-Language Support
7 pfSense firewall	7 Virtual Reality (VR) Tours
8 Software Installation and Configuration	8 User-Generated Content Moderation

1.4 Research questions

Main research question:

What direction does your company want to take in the future?

Sub-research questions:

How can Fonteyn Holiday Parks maximize return on investment while implementing modern technology?

How can security and compliance be effectively integrated into the technology infrastructure?

How can personalized services and digital solutions contribute to guest satisfaction?

What potential risks and challenges may arise during the implementation of new technology and infrastructure?

1.5 End products & deliverables

Centralized Corporate ICT Environment

Design and Planning

Infrastructure Design

Migration Plan (case study 2)

Infrastructure Implementation

Server Configuration

Storage Setup

Network Deployment

Virtualization Environment

Virtual Server Deployment

Virtualization Configuration

1Cloud Infrastructure Deployment (case study 2))

Single Sign-On (SSO) Solution

SSO Platform Selection

Application Integration with SSO

User Access Configuration

Online Booking System

Booking System Development

Integration with Park Databases

HR System Integration

Password Policy Implementation

Security and Compliance Enhancement

Security Audits and Assessments

Security Protocol Implementation

Compliance with Regulations

Scalable Website and Booking Module

Website and Module Redesign

Load Balancing and Scalability Features

Performance Testing and Optimization

Automated Device Deployment and Management

Device Provisioning and Management Tools

Standardized Device Configurations

Remote Monitoring and Troubleshooting

Comprehensive Documentation

2. Project Organisation

2.1 Stakeholders and team roles & responsibilities

STAKEHOLDERS;

Fonteyn Park Owner

Fonteyn Park Employees

Customers

Name + Phone + e-mail	Abbr.	Role/tasks	Availability
Stefan 06 73482834 508539@student .fontys.nl	Scrum Master, Agile Team	Dividing of tasks, Finishing assigned tasks	3 days a week is the bare minimum of necessary availability.
Hasan 06 73482834 502469@student .fontys.nl	Product owner, Agile Team	Communication with the client and understanding his/her requirements, Finishing assigned tasks	3 days a week is the bare minimum of necessary availability.
Artem 06 73482834 514762@student .fontys.nl	Agile Team	Finishing assigned tasks	3 days a week is the bare minimum of necessary availability.
Joron 06 73482834 523344@student .fontys.nl	Agile Team	Finishing assigned tasks	3 days a week is the bare minimum of necessary availability.

2.2 Communication

Team Meeting (Mondays at 12:00):

Attunement: This is a weekly meeting for team members to discuss project updates, share information, and align on goals and tasks.

Frequency: Occurs every Monday at 12:00.

Additional Meeting (Tuesdays, Time TBD):

Attunement: This is an optional meeting held on Tuesdays, possibly to address any unresolved issues or further discussions from the Monday meeting.

Frequency: As needed, time TBD.

Client Meeting (Mondays at 13:30):

Attunement: This meeting is with the client, aimed at discussing project progress, client feedback, and any client-specific requirements or concerns.

Frequency: Occurs every Monday at 13:30.

Thursday Meeting (Thursdays at 13:00):

Attunement: This is a weekly meeting, likely for project status updates or to address any emerging issues later in the week.

Frequency: Occurs every Thursday at 13:00

Communication happens either in person or through Discord with team members or through teams with clients.

3. Activities and time plan

3.1 Phase of the project

The project consists of two case studies. At case-study one the on-premise environment will be setted and checked after that at case study two, that environment will be moved to the cloud.

There will be smaller parts which are called sprints. In general, we are going to have 4 phases (each phase = each sprint)

1st phase week 3-6:

We are going to start the first phase from finished documentation and designed templates. After that we will start working on the front-end and back-end of the website and infrastructure part. In the end of the phase we need to finish the employee website and have a basic infrastructure environment. Also be prepared to presentation of our sprint result

2nd phase week 6-9:

In these weeks we are going to improve the website by adding “should have” “could have” things. Also infrastructure will be improved. At the end of the week we are going to make a presentation of our whole case study 1 progress.

3rd phase week 9 - 14

Our third phase is going to start from making a research on types of cloud migration, cost analysis and possibilities of each option. During that phase we will start moving things to the cloud and prepare for the third sprint presentation.

4th phase week 14 - 17:

In the last phase we are going to hone what we already have, work on possible problems and fix the bugs. In the end we will have final presentation of whole project itself

3.2 Milestones

Phasing	Effort	Start	Ready
1	Defining the problem, Making Analysis, Getting Requirements	SPRINT 0	week3
2	Having A Running Web-site On The Server	SPRINT 1	week 6
3	Finished On-Prem Infrastructure environment and working website	SPRINT 2	week 9
4	Testing	SPRINT 3	week 14
5	Deploying	SPRINT 4	week 17

4. Risk management

Risk	Probability	Impact	Countermeasures	Overall Risk%
Cybersecurity Threats	High	High	Robust cybersecurity measures	76%
Data Loss or Corruption	Moderate	High	Regular backups, redundancy, cloud storage	60%
Insufficient Scalability	Moderate	High	Scalable design, cloud services	60%
Scope Creep	Moderate	Moderate	Clear scope definition	45%
Lack of Stakeholder Involvement	Low	Moderate	Stakeholder engagement, communication efforts	32%
Miscommunication with Stakeholder	Moderate	Moderate	Clear communication plans	35%
Natural Disasters	Low	High	Disaster recovery, offsite backup	36%

5. Configuration management

For our version control in the first part of the project (first 2 Sprints) we are going to be using Gitlab and to push a new part of the code/setup to the main branch we need an agreement from at least 2 other team members. Through that rule we can minimize merge conflicts and have better version control.

We also use the checkpoint feature in Hyper-V to add an additional layer of security in terms of version management and control so we can work more at ease.

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