

Project plan

Semester 2- Individual project

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Version:1.3

Version history:

Version	Date	Author	Changes	State
1.00	14.09.2023	S A Pricopi	-	Unfinished
1.1	18.09.2023	S A Pricopi	Added Phasing Updated problem description & current situation	Unfinished
1.2	21.09.2023	S A Pricopi	Modify project goal & phasing. Added Gantt chart	Unfinished
1.3	28.09.2023	S A Pricopi	Remove introduction. Add client. Add team and organization. Update current situation. Update non- deliverables. Update goal Update problem description Update phasing Remove stakeholders. Update Gantt chart	Finished

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1. Project definition:

1.1 Client

Luther Deliric is a known and loved media critic that wants to open his own business and he will be the representative of his company Delirium Reviews.

Client contact information:

- Phone number: +31 0629140001
- Email: Deli@deliriumreviews.com

1.2 Team and organization

Our team consists of 1 dedicated developer that will be available full time (Monday to Friday) whose goal is to achieve the client's vision.

Team contact:

Stefan Alin Pricopi

Email address: 452040@student.fontys.nl

Phone number: 0629271487

1.3 Current situation

Our client doesn't have a way to express his ideas about different media topics therefore he opted for a software solution.

1.4 Problem description

The main problems our client faces are a place for him to express his creativity and opinion on different media (tv series and movies) and a superior way for him to interact with his customers.

1.5 Project goal

The goal of this project is creating a website and a desktop application that will allow the client to digitalize his content and interact with his customers.

1.6 Deliverables

- URS
- Test plan and test report
- UML Class diagram
- Software system
 - Source code (web and desktop applications)
 - Database

1.7 Non-deliverable

- Instruction Manual
- Training
- Hardware

1.8 Constraints

C# usage for the desktop application, ASP.NET razor pages for the web application, MSSQL for databases

Time constraints: The project needs to be done by 12.01.2024.

2. Phasing

2.1 Phases of the project

Phase 1 of the project consists of creating the UML diagram, implement the basic web application and the basic desktop application.

- UML diagram (7 hours)
- Sign up (website) (6 hours)
- Log in (website) (6 hours)
- Profile page (website) (7 hours)
- Change email address & password (7 hours)

- Movies management (8 hours)
- Tv series management (8 hours)
- Reviews management (8 hours)

Phase 2 of the project consists of adding unit testing, databases, see recommendations, manage viewers, add likes, dislikes, and a comment section.

- Databases (30 hours)
- URS (15 hours)
- Unit testing (25 hours)
- See recommendations (10 hours)
- Manage viewers (20 hours)
- Add likes, dislikes, comments (35 hours)

Phase 3 of the project is managing the likes, dislikes, and comments, adding a recommendation algorithm to the website and wrap up.

- Managing the likes, dislikes, and comments (30 hours)
- Recommendation algorithm (40 hours)
- Wrap up (20 hours)

2.2 Time plan and milestones

Phasing	Start date	Finish date
Phase 1	22.09.2023	06.10.2023
Phase 2	07.10.2023	1.12.2023
Phase 3	2.12.2023	12.01.2024

2.3 Gantt Chart

