

Project plan

Semester 2- Individual project

Stefan Alin Pricopi

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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 an 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

