Project Plan

Aniek Vos, Borga Iskender, Dylan Picus, Jeroen Koeter, Nacedo Zorgvol, Nikos Tocila, Tycho van Isterdael | Mediaan

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**PROJECT PLAN**

FONTYS UNIVERSITY OF APPLIED SCIENCES

**HBO-ICT**

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# 1. THE DEVELOPMENT TEAM

Our team stays in contact with each team member through Discord and WhatsApp. In this way, we can work efficiently on our project and communicate easily.

## 1.1 Information about the team members

|  |  |  |
| --- | --- | --- |
| **Name** | **Role** | **Contact information** |
| **Aniek Vos** | Developer | [**acm.vos@student.fontys.nl**](mailto:acm.vos@student.fontys.nl) |
| **Borga Iskender** | Developer | [**b.iskender@student.fontys.nl**](mailto:b.iskender@student.fontys.nl) |
| **Dylan Picus** | Developer | [**d.picus@student.fontys.nl**](mailto:d.picus@student.fontys.nl) |
| **Jeroen Koeter** | Scrum Master | [**j.koeter@student.fontys.nl**](mailto:j.koeter@student.fontys.nl) |
| **Nacedo Zorgvol** | Developer | [**n.zorgvol@student.fontys.nl**](mailto:n.zorgvol@student.fontys.nl) |
| **Nikos Tocila** | Developer | [**n.tocila@student.fontys.nl**](mailto:n.tocila@student.fontys.nl) |
| **Tycho van Isterdael** | Developer | [**t.vanisterdael@student.fontys.nl**](mailto:t.vanisterdael@student.fontys.nl) |

# 2. PROJECT STATEMENT

## 2.1 Formal Project Owner

Our client, Max Bodelier, represents Mediaan.

**Contact Information:**

* **Email project owner:** [**max.bodelier@mediaan.nl**](mailto:max.bodelier@mediaan.nl)

## 2.2 Current Situation

Mediaan

# 3. PROJECT OBJECTIVES

## 3.1 Project Description

The client wants to have

## 3.2 Project Goal

The main goal of this project is

## 3.3 Functional requirements

*Must have:*

**The customer wants:**

* to scan the Qr code
* to view the menu
* to be able to modify the order during the placing of the order
* to see an overview of the order during the placing of the order
* to sort the menu (main, dessert, ingredients, etc.)
* to filter the menu (main, dessert, ingredients, etc.)
* to view the ingredients/nutrition
* to be able to customize ingredients in a product
* to view the total price of their order
* to view the price per product
* to place an order
* to cancel an order

**The kitchen wants:**

* to receive an order
* to edit the status of the order
* to be able to change the stock status

**The waiter wants:**

* to see the order of the customers
* to see which order belongs to which table

**The manager wants:**

* to add and change products
* to add and change recipes of products
* to change the menu

*Should have:*

**The customer wants:**

* to review a product and leave a rating (1 to 5 star system plus text)

**The kitchen wants:**

**The waiter wants:**

**The manager wants:**

* to change the inventory
* to control if customers pay in the app or in the restaurant
* to specify how much of what ingredient goes into a product

*Could have:*

**The customer wants:**

* upvote or downvote a product rating
* to pay the bill in the app
* to leave a tip to the staff
* to see the estimate time of arrival of their order
* to be able to “call” a waiter
* to be able to earn points when frequently visiting the restaurant
* to be able to subscribe to a newsletter

**The kitchen wants:**

* to see the customer waiting time
* to be able to split up the order for the different parts of the kitchen
* to be able to call the waiter when an order is ready

**The waiter wants:**

* to be able to print a receipt of a customer
* to see an interactive map of the restaurant

**The manager wants:**

* to react on a review a customer left

## 3.4 Non functional requirements

### 3.4.1 Techniques

Front-end:

* Html
* Css / bootstrap
* Next.js

Back-end:

* Gateway API (Ocelot)
* C#
* Java (maybe)
* SQL
* NoSQL (maybe)

### 3.4.2 Architecture

IDK TBT

## 3.5 Project Deliverables and Non-Deliverables

**Deliverables**

* Project Plan

**Non-Deliverables**

* We will not deliver a Dutch version of the software solution.

# 4. Testing strategy and configuration management

## 4.1 Testing strategy

*<<Which testing strategy do you envision? E.g., on which levels will testing take place? Consider that you could choose unit, component, integration, system, or acceptance testing.*

*Justify your strategy, and also set goals where relevant. E.g., percentage code coverage for the relevant unit tests. For each of the planned tests, indicate what will be automated and what not.*

*Also think of quality testing setups like, e.g., Sonarqube.*

*>>*

## 4.2 Test environment and required resources

*<< Describe the test environment. E.g., do you envision a DTAP (Development, Testing, Acceptance, Production) environment. Can you make use of a CI/CD environment or will you develop your own?*

*It often helps to use a picture to visualize the test environment.*

*If you already know, describe which resources are required for realization and testing. Think of hardware, cloud environments and specific tooling required for development and testing.*

*>>*

## 4.3 Configuration management

*<< Describe the project approach with respect to version management. This might include things like tooling, branching strategy, promotion-, release- and baseline strategy.*

*Also, when relevant, think of a mechanism to deal with change requests and problem reports.>>*

# 5. MANAGEMENT PLAN

## 5.1 Budget

The budget is based upon one moment of delivery.

## 5.2 Skills

The technical skills required to finalize the project:

* Knowledge in C#
* Knowledge in JavaScript
* Database knowledge (SQL/NO-SQL)

The soft skills required to finalize the project:

* Proactive
* Team player
* Communication skills (with PO and within team)
* Flexible
* Result driven

## 5.3 Constraints

* The system needs to be provided within budget and planning.
* The system will be provided by the initial project team of 7 members.
* The system that will be developed is to be used only by Mediaan.

## 5.4 Risks

* One of the team members drops out unexpectedly.
  + There are many different reasons for this to happen, for instance sickness (Covid-19), family issues, personal issues, etc.
  + To reduce the risk or even prevent this from happening, we will make sure that each task is done by two team members. In this way, if one team member happens to drop out, there is always a second person who can take over.
  + The collaboration takes place online. This makes working together more flexible due to the measurements taken.
* The client is not satisfied about the result.
  + During the working process we ask feedback during every iteration from the PO to see if he still agrees with the requirements that are stated in the project plan.
* The progress we have made gets lost

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

## 5.5 Time

The project's lifespan is 18 weeks. The period is split into 5 sprints that each last 3 weeks. The project requires, on average, ten hours of work each week per team member.

**Start date:** 22/02/2021

**End date:** 10/07/2021