**SOFTWARE ENGINEERING**

**(IT-314)**

**EVENT PLANNER APPLICATION**

Project Plan

Version 1.0

**Team no: 14**

**Instructor: Prof. Asim Banerjee**

**Team Mentor: K Hemantha**

**Date: 20 February, 2016**

**Team Members**

|  |  |  |
| --- | --- | --- |
| **S.No** | **Name** | **ID** |
| 1. | Patel Yash | 201301008 |
| 2. | Patel Tej Naginbhai | 201301018 |
| 3. | Anavadiya Yash Kumar | 201301052 |
| 4. | Chauhan Dwimitra Dharmendra | 201301079 |
| 5. | Rahul Shashank Saranjame (Team Leader) | 201301101 |
| 6. | Fatnani Varun Kumarbhai | 201301152 |
| 7. | Nikita Jain | 201301155 |
| 8. | Karri Kiran Satish Reddy | 201301168 |
| 9. | Raman Kumar Douchaniya | 201301202 |

**Version History**

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| --- | --- | --- |
| **Date** | **Version no.** | **Authors** |
| 20/02/2016 | 1.0 | Dwimitra Chauhan, Yash Anavadiya, Varun Fatnani,  Rahul Saranjame |

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**1.Introduction**

**1.1 Overview**

The purpose of this document is to serve as a scheme to be followed during the course of our project- Event Planner Application. This document is intended to roughly identify different roles to be played by the team members at different stages of software development. This document will assist in keeping track and making an analysis of the work that is going on within the team in context of project development. This analysis can be used to remove the shortcomings of the team and the product at any stage. This, in turn will help in delivering a quality product and achieving the project goals within the time bounds specified.

**1.2 Deliverables**

The Deliverables of the Project include:

* Feasibility Reports
* Project Proposal
* Project Plan
* System Requirement Specifications
* User Manual
* Design Documents
* Test cases and evaluation
* Final Product - Web Application

**1.3 Stakeholders**

* All About Ads (A cube group) - An Event Management Organisation (Our Client).
* Customers of the client.
* Employees of the client’s organisation.

**1.4 Assumptions, Constraints and Risks**

There are some assumption like ability to read and understand English. Internet connection is must, which is basic constraint. Any change in the availability or privacy of tools and technologies we are using will affect the Project. Beyond this, no further facility with computer technology can be assumed.

**2. Goals and Scope**

**2.1 Project Goals**

The main goal of the project is to make an Event Planner application for the client- All About Ads, which is a company that deals with event management and advertising. The client currently faces a number of issues like detail organisation, billing and costing generation which can be improved upon. The client has no tool or application at the moment to work with. We aim to develop an application that will make the process of event management smooth for the client.

**2.2 Project Scope**

The application will help the client manage events in a systematic way. The basic aim will be to create a database where each and every detail of the events organised will be stored. It will be used by the employees of the client organisation to create, edit and store details of events conducted so that they can refer to them as and when necessary and will also take care of the budget. The application will be accessible from all web browsers and the target audience will mainly include the employees of the client organisation.

**2.3 Project Undertaking**

The product aims at incorporating the following features into the application:

* A database system where all the details of each event will be recorded. All elements concerned with the event will be recorded for further perusal. This will include all media files, bills and other things all stored in one place.
* Once an event is completed, a complete bill will be generated which will have details of where each monetary unit was spent. This will ensure that the client is able to track efficiently where money is being spent.
* Each user of the product will have an account created for the application which will make sure that the details of the event are secure and no one outside the company is privy to any confidential knowledge.
* While planning an event, it becomes very cumbersome to search for all different vendors. Hence, the product will have the details of all vendors stored so that the client can make informed choices based on different factors like cost and availability.
* Also, the customer for whom the client will plan the event will be notified via email as and when the client makes important changes to the event. There will also be a functionality to notify the customer a fixed number of days before the event will be launched.

**2.4 SDLC Model**

After going through the different SDLC models we decided that we will be following the Iterative Waterfall Model. We decided not to follow the Classical Waterfall Model because of the simple reason that we would have to undo a lot of work in case some error occurs. Also, compared to the other models, Iterative Waterfall model is simple to implement. Moreover, we have clear and fixed requirements and hence, it is advisable to follow this model since it is much easier to implement.

**3.Organization**

|  |  |  |  |
| --- | --- | --- | --- |
| **NAME** | **ID** | **ROLES** | **RESPONSIBILITY** |
| Yash Patel | 201301008 | Team Member | Software Development (Backend), Database Management, Requirement Collection |
| Patel Tej Naginbhai | 201301018 | Team Member | Web Designing, Software Development, Database Management, Software Testing |
| Anavadiya Yash Kumar | 201301052 | Team Member | Software Development (Backend), Database Management |
| Chauhan Dwimitra Dharmendra | 201301079 | Team Member | Documentation and Review, Web Designing, Requirement Collection |
| Rahul Shashank Saranjame | 201301101 | Team Leader | Project Management, Documentation and Review, Requirement Collection, Database Management, Software Testing |
| Fatnani Varun Kumarbhai | 201301152 | Team Member | Database Management, Web Designing, Requirement Collection |
| Nikita Jain | 201301155 | Team Member | Software Testing, Web Designing, Documentation and Review |
| Karri Kiran Satish Reddy | 201301168 | Team Member | Software Development (Frontend and Backend), Requirement Collection and Database Management |
| Raman Kumar Douchaniya | 201301202 | Team Member | Database Management, Software Development (Frontend) |

**4. Schedule and Milestones**

|  |  |  |  |
| --- | --- | --- | --- |
| **Sr. No.** | **Milestones** | **Deliverables** | **Proposed Deadline** |
| 1. | Feasibility Study | Feasibility Reports | 30 January, 2016 |
| 2. | Finalizing accepted project | Project Proposal | 30 January, 2016 |
| 3. | Requirement Collection and Analysis | SRS | 19 February, 2016 |
| 4. | Planning and scheduling work load | Project Plan | 20 February, 2016 |
| 5. | Traceability Matrix | Traceability Matrix | 20 February, 2016 |
| 6. | Test Plan | Test Plan | TBD |
| 7. | User Manual | User Manual | TBD |
| 8. | Design | High and Low level design | 19 March, 2016 |
| 9. | Coding and Unit Testing | Each Module Tested | 3 April, 2016 |
| 10. | Testing and final changes | Test Reports | 9 April, 2016 |
| 11. | Product deployment | Final product and documentation | 14 April, 2016 |

**5. Cost Estimation**

The cost of project is mainly due to human resources, but other costs like hardware and software are also included while estimating the overall cost.

**Hardware:**

Machine(computer).

Memory.

Hardware required in project is available to all the group members, so cost of hardware is not counted.

**Software:**

Operating System.

Tools (Xampp, PHPmyadmin, Text Editor,Wordpress)

All the softwares that are needed in project are freewares, so they are also not counted in cost estimation.

**Human Resources:**

The cost of human resources is calculated in person hours. It will be estimated as follow:

* Our team size is of 9 members.
* Every group member works around 8 hours(including lab hours but excluding meetings) per week.
* We will be having total of 9 working weeks.
* Total estimated time required will be 9 x 8 x 9 = 648 person hours.

**6. Communication and Reporting**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Type of Communication** | **Method/Tools** | **Frequency** | **Discussion** | **Participants** |
| Project Meeting | Meet physically at designated place | As and when required (on an average 2-3 meetings in a typical week). | Discuss how to proceed, divide into sub groups and assign tasks | Entire Team |
| Sharing of Project Data | Google Drive | Whenever task is completed | Keep track of progress of each person | Entire Team (sub groups, in case of task division) |
| Milestone Meeting | Meet physically at designated place | Whenever milestone is reached | Keep track of project progress | Team members |
| Meeting with TA mentor | Meet physically at designated place | As and when necessary | Clear doubts or show progress | Team members with TA mentor |
| Meeting with client | Face to face/ via email/ telephone | As and when necessary and convenient to the client | Requirement gathering, clearing doubts, showing progress | Team members and client |

**7. Project Management and Quality Control**

The project will be continuously monitored. Regular meetings are and will be held to ensure that the progress of the project is tracked. Full effort will be made to ensure that the deadlines mentioned in the schedule are adhered to. To ensure that the work is done efficiently, the group members will be further divided into sub-groups so that the project can progress parallely towards completion. Proper conventions and standards will be followed in each phase. To ensure that quality levels are maintained, each deliverable will go through the process of review. Further, to make sure that no loopholes are left uncovered, members apart from the authors will be involved in reviewing the deliverables. Finally, regular contact will be maintained with the client so as to ensure that his requirements are fulfilled.

**8. References**

* Project plan v1.0, Team 14, IT314 Software Engineering, Winter 2015-16, DA-IICT.
* cdc\_up\_project\_management\_plan\_template.doc