

**PROJECT PLAN**

By Hristo Ganchev

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# **PROJECT IDEA**

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PLAY RATE is a website similar to IMDb. The users can review games that they have played before for other users to see. There is a huge library of video games that the user can view. By doing so, the user gets information about a game that they are planning to purchase from people who have experienced it the best: the players.

# **PROJECT GOAL**

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The scope of this project is to create software for a website where the user can make and review comments and ratings for video games that they have played or they are planning to purchase. The user will also have the ability to see statistics and rankings for the video games, create an account, and get recommendations based on the games that they have reviewed with a high rating. Moreover, they are able to search through the game library based on different filters and consoles that they have selected.

# **DELIVERABLES**

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* Project Plan
* URS
* UML Class Diagram
* System (Desktop application) working according to the presented User Requirements Specification
* Test Plan
* Test Report

# **NON-DELIVERABLES**

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* Video games cannot be purchased from the platform
* Demo versions of the video games cannot be downloaded
* A manual will not be provided

# **CONSTRAINTS**

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The project should consist of a Windows Form Application and a webpage that are both connected to a database. The focus is on functionality and user experience design. The deliverables should be implemented in 18 weeks.

To do so, I am obligated to use C#, HTML/CSS, and SQL Database.

# **PHASING**

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**Week 1**:

* Setup prototype
* Create ideation document

**Week 2**:

* Show ideation document for feedback
* Create Home Page using HTML and CSS
* Create documentation (Project Plan, URS, Test Plan)

**Week 3**:

* Finalize Project Plan, URS, Test Plan
* Start working on the desktop application and add content to the web application

**Week 4**:

* Ask for feedback
* Change the program based on received feedback

**Week 5**:

* Finish first version of the solution and present for feedback

**Week 6:**

* Setup and give the first demo of the application

**Week 7 – Week 10**

* Take feedback from the demo and improve the base version
* Expand the base version into the full initial functionalities

**Week 11**

* Finish current version of the solution

**Week 12:**

* Setup and give the second project demo

**Week 13:**

* Improve software solution based on feedback

**Week 14:**

* Implement advanced functionalities

**Week 15:**

* Continue working on the advanced functionalities
* Create unit tests for advanced functionalities

**Week 16:**

* Finish up advanced functionalities

**Week 17:**

* Testing the solution and making final changes

**Week 18:**

* Final Project demo