Organization system for music festival(Social media event)

Project Plan

Course: ProP

Date: 29 March 2016

Group: Eventilizer

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Table of Contents

[Project Statement 3](#_Toc446323375)

[Formal Client 3](#_Toc446323376)

[Project Leader 3](#_Toc446323377)

[Current Situation 3](#_Toc446323378)

[Problem description 4](#_Toc446323379)

[Project goal 5](#_Toc446323380)

[Project Deliverables and Non-Deliverables 5](#_Toc446323381)

[Project Constraints 6](#_Toc446323382)

[Project Risks 7](#_Toc446323383)

[Project Phasing 8](#_Toc446323384)

[Phase 1: Initiation 8](#_Toc446323385)

[Phase 2: Design 9](#_Toc446323386)

[Phase 3: Build 10](#_Toc446323387)

[Phase 4: Test 11](#_Toc446323388)

[Phase 5: Closure 12](#_Toc446323389)

# Project Statement

In this document we will get you acquainted with our project and what we will achieve in it. There will be given the description of the following topics: the formal client, the project leader, the current situation, the problem description, the goal of our project, the deliverables and non-deliverables, the constraints and the risks.

## Formal Client

Mr Vladimir Kabzar, is a CEO at “Sand Storm Inc.”. It is located in the Netherlands. “Sand Storm Inc.” is a company that invests in a different kind of social events. Its main goal is to popularize and arise the attendance of those events.

Mr Vladimir Kabzar is responsible for directing, decision making, leading, managing and executing the company. As a communicator he is in charge of dealing with the press and the rest of the outside world, as well as the organization's management and employees. The decision-making role involves making decisions including policy and strategy. As a leader of the company, the CEO advises the board of directors, motivates employees, and drives change within the organization. As a manager, the CEO presides over the organization's day-to-day operations.

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## Project Leader

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## Current Situation

Music festival is a social media event for young people. The festival is held outdoors on a big terrain and is inclusive of other attractions such as work-shops, food and drinks and place where visitors can loan materials, and some more. The event starts on Friday-evening and last the whole weekend. The festival takes place nearby camping "Park Kuierpad". There is also a possibility to make a booking for placing a tent by choosing a free spot on the map of the camping (the spot is maximum for 6 people). The price for a reservation for a camping spot is 30 euro plus 20 euro for every guest. The entrance price for the event is 55 euro (excl. camping spot, food and entertainment).

## Problem description

To hold a music festival it is necessary to develop a system which will be used to help organize such a massive event.

First of all, there is no announcement or a website for the event, so people don’t even know the event is going to be held. Therefore, before the event takes place people should be able to visit a website where they can find information about the festival.

Second of all, there is no existing means of booking tickets for the event, which basically makes it impossible for clients to buy tickets. That is why it should be possible to purchase a ticket for the event and make a reservation for a camping spot on the camping ground using the website.

Third of all, there is no database, where eventual bookings and client credentials can be stored. Not only that but any kind of information like tent spots reservations, renting equipment info and payment details during the event cannot be stored.

Every participant should get some kind of identification and the “event-account”. The identification which will contain a unique identity number will be used to check if the participant is allowed to enter the event. (At the entrance of the camping area the system checks if the bill for the visitor's group is paid.) It should be also possible to make payments for food, drinks, to hire material (USB-cable, your camera, a charger for your laptop) and to pay for the rent by using the identification because it won’t be possible to pay by cash during the event.

Last but not least, all the devices (identification bracelets, scanning devices, PayPal transaction machines, etc.) and the corresponding programs to those devices are non-existent. Also it will be extremely hard to enter all the data in the database manually, so an application to enter all the data is required as well.

The organization should always have an access to the status of the system, like:

* What is the current status of a certain visitor?
* The history of a certain visitor (like: did he pay the entrance price; for how much money did he order food; how much money in total did he transfer to his event-account?)
* How many visitors will visit the event?
* How many visitors are yet visiting the event?
* How many visitors have left the event?
* How much is the total balance of all event-accounts together?
* How much money did they pay in total?
* How much visitors booked a camping spot and for how much money?
* Which camping spots are free?
* For how much money did we sell in a certain shop?
* How many units of a certain article are sold?

## Project goal

The goal is to develop a means of advertisement and booking – website for example. Also a database should be created for storing information about:

* Bookings
* Client information
* PayPal accounts
* Tent spots bookings
* Payments via the personal account
* Money transactions

The process of booking a ticket or a tent spot should be fully automated since it will be impossible to enter all the data manually and is unnecessary, therefore we need to create an application that does this automatically. Also all devices that are going to be used during the event and the programs that are going to communicate with the database.

## Project Deliverables and Non-Deliverables

In this project the deliverables are:

* A website
* A design for a database
* Implementation of a database (installation)
* Set up a service (Facebook, Twitter, LinkedIn)
* Make an event account
* Supply the prototype of the identification bracelet.
* An application to be used at the entrance of the event.

• An application to be used at the entrance of the camping.

• An application to be used at the shops.

• An application to be used at the stand, where you can loan materials.

• An application to be used when a visitor leaves the event.

• An application for the organization to inspect the status of the event.

• An application to convert the information in the PayPal-text-file to the database.

• A name (and a logo) for your group.

• A project plan.

• Agenda's and minutes of every meeting.

• A setup-document (see appendix C).

• A presentation about the project.

• A process report, (see appendix D).

We will not deliver:

* Tools that are going to be used for testing the software.
* The identification bracelets will not be delivered.
* All actions related to organizing the event will be handled by a hired crew, not by our team.

## Project Constraints

***Constraint 1: Service***

* **The service that will be set should** Facebook, LinkedIn or Twitter.
* Placing tweets should only be possible for visitors.

***Constraint 2: Entrance price***

The entrance price for the event is 55 euro.

***Constraint 3: Reserving a camping spot***

* Every spot can be booked for at most 6 people.
* You can only make a reservation for the whole weekend, not for a single day.
* The price for a reservation for a camping spot is 30 euro plus 20 euro for every guest.

***Constraint 4: Types of paying***

During the event it is not possible to pay cash, only by event-account.

***Constraint 5: The website***

* The website should run on the Athena server of Fontys ICT.
* For making the website HTML, CSS, JavaScript and/or PHP should be used.

***Constraint 6: The database***

* The database should be an Oracle database or a MySQL database.

***Constraint 7: The applications***

* The windows applications should be programmed in an object oriented language(C#, Java or C++).

***Constraint 8: The log files, delivered by PayPal***

The number of deposits should not exceed 1000.

***Constraint 9: Time***

The project must be completed within 14 weeks.

## Project Risks

**Risk 1: The Fontys IT department decides to stop using the Oracle/MySQL server.**

Probability: Very low.

Impact on project: High.

Steps to prevent: Try to get a contract for at least 5 years between the chosen server and Fontys IT department.

Clean up action: Switch to using the other database.

**Risk 2: It takes too long to learn the chosen programming language.**

Probability: Medium.

Impact on project: Medium.

Steps to prevent: Try to find project members with knowledge of the chosen programming language.

Clean up action: Switch to using another programming language.

**Risk 3: The camping spots are not enough**

Probability: Low.

Impact on project: Medium.

Steps to prevent: Inform the people in advance if the camping spots are fully booked.

Clean up action: There should be limited amount of ticket which will determine the number of camping spots.

**Risk 4: It takes too long to learn the chosen language for the website.**

Probability: Medium.

Impact on project: Medium.

Steps to prevent: Try to find project members with knowledge of the chosen language.

Clean up action: Switch to using another language.

**Risk 5: Time**

Probability: Low.

Impact on project: High.

Steps to prevent: Divide the parts among the members of the group equally. Give deadlines for each part of the project and check regularly if they are met.

Clean up action: We will not deliver some of the “could haves” (ex. MoSCoW method).

# Project Phasing

In this chapter we describe the phases of our project, with the activities and milestones. In figure 1 a visual overview of the activities, their dependencies and the milestones are given. The total project will take 14 weeks to complete. The critical path is made bold and red.

design

initiation

build

closure

test

build website

design website

design database

build applications

test website

build database

test database

Show the final project to the client

Da

start-up project

design applications

test app

Implement the database

test PayPal PDT

**M4**

**M3**

**M2**

**M1**

wk1 wk5 wk9 wk13 wk14

Figure 1. The activities and milestones.

## Phase 1: Initiation

The initiation phase has only one activity, called “Start-up project”.

Activity: Start-up the project

Tasks for the activity are:

* Interview client in order to get more information about current situation, what is the problem exactly and what is the desired end situation.
* Set the project goal together with the client.
* Organize the team.
* Organize resources (Visual Studio 2013, MySQL, Brackets, FileZillaClient, XAMPP, Netbeans).
* Kick off meeting.

Estimated duration is one week.

Deliverables for milestone **M1** are:

* Detailed division of work amongst team members.
* Installed Visual Studio 2013, MySQL, Brackets, FileZillaClient, XAMPP, Netbeans on computers of all developers.
* The Project plan.

## Phase 2: Design

The design part has 3 main activities: website, database and applications design. For each of those three activities the tasks are listed and described.

Activity: Website design

1. Design the wireframes of all website pages
2. Discuss the wireframes with the client
3. Make the visual design based on the discussed(corrected) wireframe
4. Show the design of the website to the client
5. Research how to embed PayPal to the website
6. Research how to connect Facebook to the website
7. Discuss the backend of the website
8. Make a first version of the site (html & CSS)

Estimated duration is one week.

Activity: Database design

1. List the requirements for the database
2. Make an ERD of the database
3. Discuss the ERD with the client
4. Make relational model
5. Install Oracle for the MySQL database

Estimated duration is two weeks.

Activity: Applications design

1. Make a list of the applications that need to be build
2. List the requirement for each application
3. Make a first design model
4. Break down the system into pieces that can be programed
5. Discuss progress with the client

Estimated duration is one week.

Deliverables for **M1** are:

1. Wireframes
2. Website design
3. First version of the site
4. Relational model
5. Applications design

## Phase 3: Build

The build phase consists of 4 activities – build website, build database, build the applications, implement the database

Activity: Build website:

1. Create the HTML pages
2. Add CSS to the pages
3. Add JavaScript
4. Use PHP to extract information from the user an validate data
5. Embed PayPal payment system
6. Embed Facebook/Twitter wall for posts

Estimated duration is one week.

Activity: Build the database:

1. Create the tables in MySQL
2. Add constraints to the database

Estimated time is one week.

Activity: Build the applications:

1. Create UML diagrams for all the applications
2. Create needed classes and objects
3. Fill methods
4. Implement logics
5. Testing
6. Bug fixing

Estimated time is one week.

Activity: Implement the database:

1. Connect the database to the website
2. Connect all applications to the database
3. Store information from PayPal transaction bills

Estimated time is one week.

Deliverables for **M2** are:

1. Website
2. Database
3. Applications
4. All information stored in the database

## Phase 4: Test

The build phase has five activities: test website, test database, test C# applications, test the identification bracelet and test the PayPal PDT. For these activities the tasks are described.

Activity: Test website

Tasks for the activity are:

* Test the online booking
* Test the online reservation for a camping spot
* Test the connection to the database
* Test the implementation of the payment data transfer for PayPal

Estimated duration is 3 days.

Activity: Test database

Tasks for the activity are:

1. Test if it is possible to:

* get information about the history of a certain visitor from the database
* get information about the total number of visitors from the database
* get information about the number of visitors that are still in the event from the database
* get information about the number of people that left from the database
* get information about the total balance of all event-accounts from the database
* get information about all the money paid in total from the database
* get information about the number of booked camping spots and the money spent on it from the database
* get information about number of free camping spots from the database
* get information about the money spent in a certain shop from the database
* get information about the units sold of a certain article from the database
* store information about transactions from PayPal
* store information about renting equipment shop(equipment ID, description, price)

2) Test the connection of the database to the website

Estimated duration is four days.

Activity: Test C# applications

Tasks for the activity are:

* Test the application for the entrance of the event
* Test the application for displaying the status of the event
* Test the application for the entrance of the camping place
* Test the application for the shops
* Test the application for the loan material shop
* Test the application for leaving the event
* Test the application for converting the information in the PayPal-text-file to the database.

Estimated duration is 2 weeks.

Activity: Test the identification bracelet

Tasks for the activity are:

* Test if the chip is sending the information to the database
* Test if the chip is able to hold up to a five digit number

Estimated duration is 4 days.

Activity: Test PayPal PDT

Tasks for the activity are:

* When we buy a ticket it should return a receipt

Estimated duration is 3 days.

Deliverables for milestone **M3** are:

* Test report including all succeeded tests, all failed tests and a list of improvements.

## Phase 5: Closure

The deploy phase has only one activity, called “Show the final project to the client”.

Activity: Show the final project to the client

Tasks for the activity are:

Have a meeting with a client to show:

* The working website where you can purchase a ticket and make a reservation for a camping spot.
* The bracelet which you use for paying and renting the equipment during the event.
* The working database.

Estimated duration is one week.

Deliverables for milestone **M4** are:

* A deployed system consisting of the C# applications, Oracle database and the website.