Project plan

KajanReview

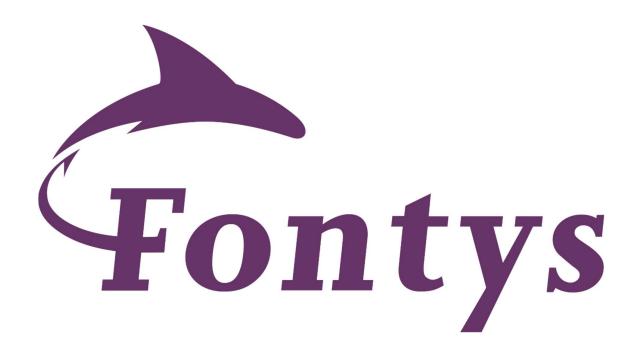


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1. Introduction

KajanReview is the title of my individual assignment—a system including a web and desktop application backed by a database. The idea revolves around user-created reviews and ratings for books.

This document will describe and define the different aspects of my KajanReview project, such as the project's goal, its deliverables, scope, and its relevance.

2. Project definition

2.1. Stakeholders

Aleyna Arslan-Kartal, my WKS teacher, who will be overseeing my documentation- and database-related work;

Stan van Hartingsveldt, my WAD teacher, who will be overseeing my web application-related work;

Hans van Heumen, my OOD teacher, who will be overseeing my desktop application- and coding-related work.

2.2. Team

I (Rastislav Kajan), a Fontys student, will be taking on all the roles related to development necessary for the successful completion of the project.

Email address:

Phone number:

2.3. Context

KajanReview will be a user-friendly book review/rating application where readers and authors alike can browse, search, search, and view detailed information about books, as well as add said books to different lists, such as "Want to Read," "Currently Reading," "Have Read," "Favorites." Furthermore, all users will have the ability to give star-ratings to and leave reviews for books, as well as upvote/downvote others' reviews and reply to them.

2.4. Current situation

The market for these kinds of applications is quite populated, resulting in a lot of potential sources of inspiration and improvements. The most popular application in this field is Goodreads.

The software and libraries required for this project are already developed and well-maintained.

2.5. Project goal

The primary goal of this project is to meet all the defined general, functional, and non-functional requirements, and build and showcase all the necessary deliverables, including the software and the documentation.

The secondary goal of increasing and showcasing my proficiency in all skills and tasks required for the successful design, development, and implementation of an application of this scope, will inevitably be a direct consequence of the successful achievement of the primary goal.

2.6. Deliverables

The deliverables of the KajanReview application will be described in this section.

Documentation

- o User Requirements Specification,
- o UML Class diagram,
- Test plan and test report,
- Unit tests.

System

- Desktop application,
- Web application,
- o Database,
- o Full source code of the project.

2.7. Non-deliverable

The deliverables of the project do **not** include maintenance or a maintenance plan.

2.8. Constraints

Software: Visual Studio Enterprise, C#, GitLab, MSSQL

Conceptual: SOLID principles, Object-Oriented Development, Inheritance, best-

practices

Initiation: February 19th, 2024

Deadline: June 14th, 2024

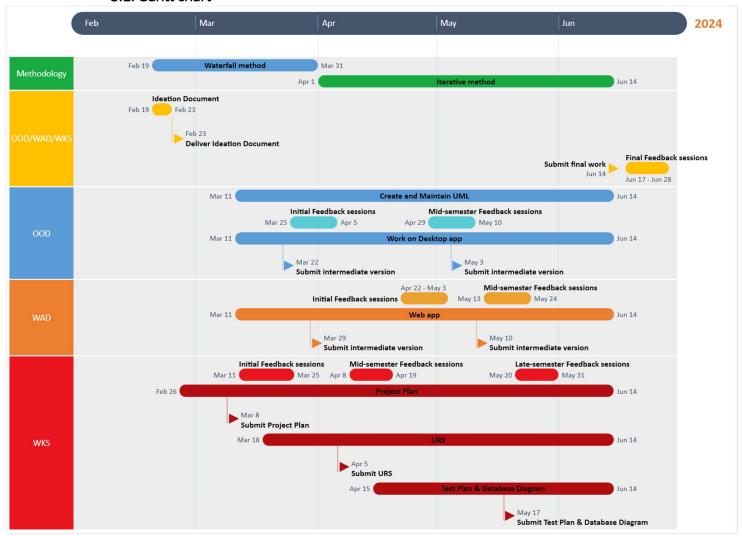
2.9. Risk assessment

- 1. One or more parties involved cannot attend a meeting.
- 2. The requirements of the project are not clearly defined or understood.
- 3. Insufficient amount and frequency of feedback.
- 4. Not adhering to agreed-upon deadlines.
- 5. Not following the planned progress path.
- 6. Lack of project organization.

Risk	Probability	Impact	Prevention	Mitigation
1	Low	Low	Clearly keeping track of meeting dates and times.	Being prepared to arrange an online meeting instead.
2	Low	High	Analyzing and validating requirements, regularly meeting with stakeholders to stay on track.	Adjusting the planning to accommodate the delay caused by this risk.
3	Low	High	Regular and proper communication with the teachers about the current state of the project will be vital in ensuring that the requirements will be met.	Recognizing the lack of feedback and arranging feedback meetings ASAP.
4	Moderate	High	Making use of planning tools, keeping track of deadlines, and maintaining a proactive mindset.	Referring back to the planning and requirements, optionally adjusting priorities to ensure continuous progress.
5	Moderate	High	Creating a project plan and requirements to ensure a clear path forward.	Optionally adjusting priorities and making sure to stay on track.
6	Low	Moderate	Holding regular meetings with stakeholders, having set priorities.	Reflecting on my mindset and improving upon it.

3. Phasing

3.1. Gantt chart



Methodology

'KajanReview' will adopt a **Waterfall** methodology for the first 6 weeks of development, using requirements created and agreed upon early on as guidance.

After the initial 6 weeks, the project will switch to the **Iterative** methodology, working in tri-weekly sprints with frequent feedback sessions and meetings with the teachers. This is where most changes will be made to the structure of the project in order to stay on track in terms of both the project's progress and its overall direction.