Project plan

KajanReview

Table of Contents

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. Client

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.

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2.3. 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.

2.4. 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.

2.5. Deliverables

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

- For documentation, the deliverables include the URS, a UML Class diagram, a test plan and test report, and unit test.
- For the system, the deliverables will include a desktop application, a web application, a database, and the full source code of the project.

2.6. Non-deliverable

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

2.7. 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

2.8. Risk assessment

2.8.1. One or more parties involved cannot attend a meeting.

2.8.2. The requirements of the project are not clearly defined or understood.

2.8.3. Insufficient amount and frequency of feedback.

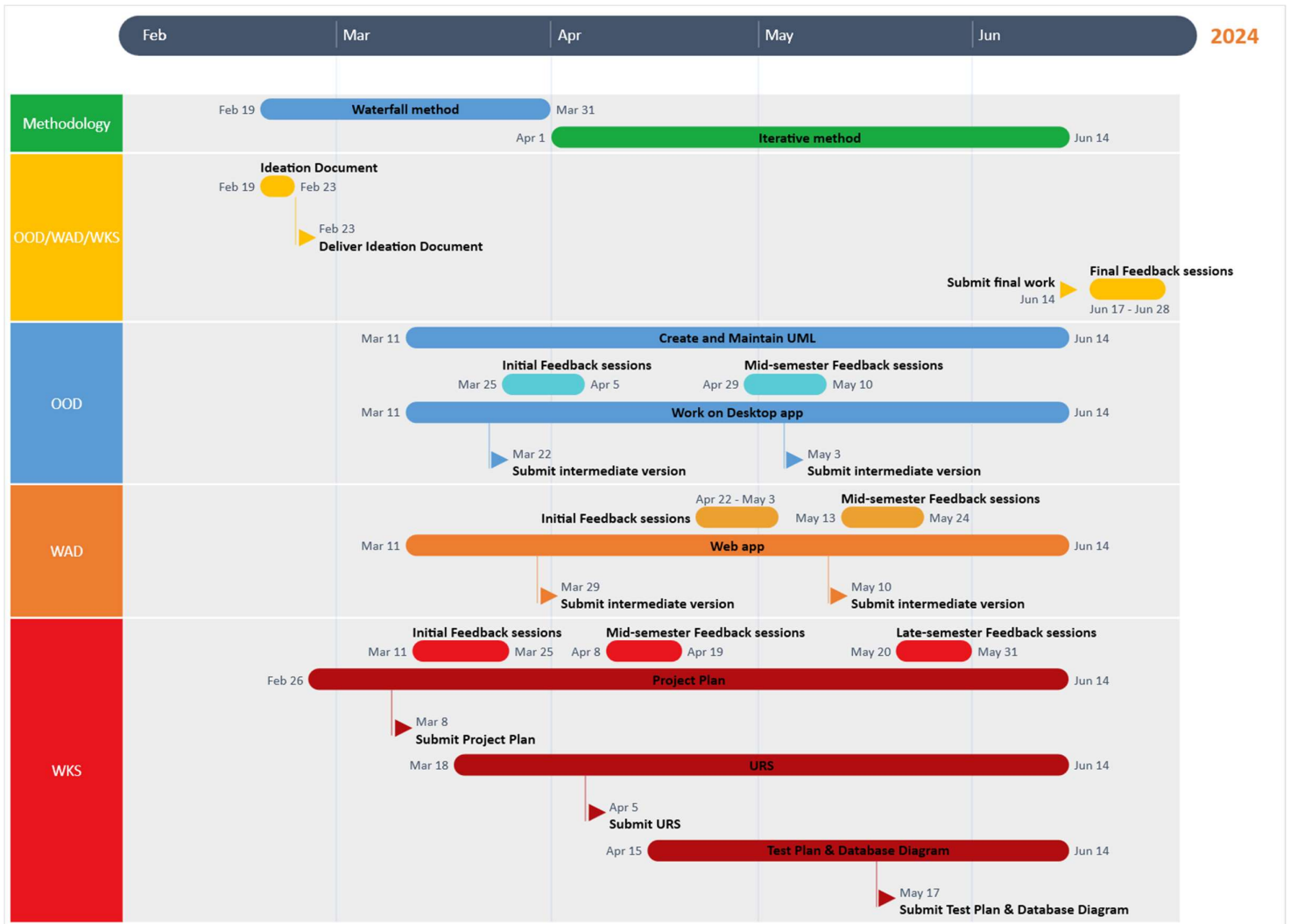2.8.4. Not adhering to agreed-upon deadlines.

2.8.5. Not following the planned progress path.

2.8.6. Lack of project organization.

Risk	Probability	Impact	Prevention and mitigation
1	Low	Low	Clearly keeping track of meeting dates will help prevent this risk. If it does occur, an online MS Teams meeting can be arranged ahead of time at the previously agreed-upon date and time instead.
2	Not likely nor unlikely	Extremely harmful	Properly analyzing and confirming information provided in the document regarding the assignment as well as other available resources provided by the teachers. Using the Iterative method will ensure frequent reception of feedback and confirmation of requirements.
3	Likely	Harmful	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.
4	Likely	Very Harmful	Making good use of planning tools and following the planned progress path, as well as ensuring a proactive and motivated attitude throughout development will be essential for prevention of this risk.
5	Can happen	Extremely harmful	I will create a clear project plan to ensure that I stay aware of the remaining tasks and deadlines so the project can move forward as planned.
6	Unlikely	Harmful	Weekly meetings with the teachers and progress reports will be used to avoid misunderstandings. Any suggestions will be discussed and considered during meetings with the teacher.

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 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.