Project Plan

Logo

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Sprint 1

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# Project description

A company which organizes boxing events wants to have a website through which the fans of the sport can easily buy tickets online for matches. The website should also provide the users important information in regard to the latest events, the contestants, and scores from previous games.

# Stakeholders

For this project we could consider as stakeholders:

* Myself – as the developer of the website
* Teachers – as advisors throughout the whole process of development
* The company organizing the boxing matches – as the client company

# Project goal

I thought of developing a website through which the users have the ability of logging into their accounts then purchasing tickets for the desired boxing match. The users will be able to check out information about the contestants and previous matches even if the are not logged in.

My idea includes implementing the administrative side, which will be used for posting new events, as well as registering new fighters. The manager will be able to set prices, number of tickets and availability, location, day, date, time, and fighters. This type of account will have the ability of editing information on all the pages which provide news about the matches, fighters, or previous events.

# Research methods

During the project I will be using the following methods from the DOT Framework:

* **Library**
* **Available product analysis** – I will check out other websites which provide the same functionalities
* **Best good and bad practices** – I will look up ways of implementing, which have previously worked successfully
* **Field**
* **Observation** – I will be using it to make an idea of how users will be interacting with the website
* **Survey** – I could make a questionnaire and share it to possible users, to receive feedback in regard to the website
* **Lab**
* **A/B Testing** – I will be using it in case small changes will be brought, as it can be useful to compare how users behave when using different versions of the website
* **Security test** – I will be applying it for discovering vulnerabilities, and prevent them by analyzing all the possible threats
* **Unit testing** – I will use this method since the beginning of the development process, as running all the unit tests is helpful in getting an idea of the quality of the chosen implementation
* **Showroom**
* **Guideline conformity analysis** – I will be looking up for best practices, check out relevant guidelines, laws, and standards to be able to ensure the quality of the website
* **Ethical check** – During the development I will be considering the possible views of people from varied backgrounds to make sure that there are not any decisions that could lead to ethical dilemmas
* **Workshop**
* **Brainstorm** – I will be doing this throughout the whole project for discovering new useful ideas which I could apply in my project
* **Requirements prioritization** – I will be determining the requirements from the beginning of the project, as it is very important to have them cleared out to be able to prioritize them accordingly

# Testing

From the beginning of the project, I will be using Unit Testing as it will provide me an overview of the quality of the implementation that I will be working on. I will apply this method by performing Unit Tests on individual chunks of my code throughout the whole process. The purpose of the tests is to ensure and validate if each component of the code behaves as planned.

As mentioned, I will be making use of multiple methods from the DOT Framework, for example for the Usability Tests I could prepare a list of tasks for the possible users and evaluate them while trying to successfully complete those tasks. During the project I also be using other methods, such as: A/B Testing, Observation, and Survey. Depending on the stage of the development some of the methods will be applied earlier in the process such as Unit Testing, while other testing methods such as Security and Observation will be conducted later on.

I will be gathering and documenting all the results of the tests, including their description, scope and participants into a separate document, the Test Plan. The document will include information about the used strategies, objectives of the tests and scheduling.

# Phasing

Diagram

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# Deliverables

The website can be considered as a deliverable. Along with this solution, the following documentation will be provided:

* Sprint documents
* Source code
* Test plan

# Non-deliverables

As non-deliverables can be considered:

* Feedback on Feed Pulse
* Research process
* Website design – wireframes
* Prototypes
* Weekly deliverables
* A document explaining the way the website works.

# Risks

**Time inaccuracy**

Ways to prevent

- Follow a timeline.

- Complete the tasks for each sprint and respect the deadlines.

**Ambitious desires**

Ways to prevent

- Realize my capabilities.

- Split tasks evenly for each sprint.

**Bad communication**

Ways to prevent

- Determine the requirements, prioritize them accordingly and clear them out.

- Schedule meetings for receiving feedback.

# Constraints

**Time frame**

The project must be completed in about 17 weeks.

**Language**

The documentation and functionalities will be described in English. The language used on the website will be English, as well.

**Programming languages, frameworks, and tools**

For developing the website, I will be using Java, JavaScript, React and Gradle.

**Methodology**

During this project I will be having Sprints of 3 weeks based on the Agile Scrum methodology way of working. It consists of iterations of 3 weeks Sprints, and it focuses on building the most important features based on the prioritization.