Project Plan

***Hotel Onboarding***

*ViaLuxury*

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| **Version : 1** |
| **State : the Netherlands** |
| **Author : Svetoslav Stoyanov** |

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#### Distribution

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# Project assignment

## Context

Genzai B.V. is an A.I. investment company which works together with industry partners in building  
Deeptech based start-ups. At the moment Genzai is involved in 14 different start-ups from a broad  
range of different industries.  
Genzai is working together with ViaLuxury (vialuxury.com) which is a luxury hotel booking website.  
ViaLuxury focuses on selling the overcapacity of 4 and 5 star hotels in package deals. They currently  
work with 100 hotels in the Netherlands and Belgium but want to quickly expand across Europe in  
the next few years.

## Goal of the project

<<Describe the goal of the project. Consider:

The why, what is the reason for doing this project? What would the new preferred situation look like? What are the advantages of this project?

How does this project add value to the company/context?

Which possibilities are offered by the ICT product that the project will realize?

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Designing and building a website that allows for hotels to register and upload photos, fill in the  
descriptions and can configure package deals (for example hotel together with a dinner or a  
massage etcetera. During this process (Onbroarding process) the hotel should be advised on  
different areas like pricing, package deals and should be able to select advised options.  
A database should be designed and build to store the hotels, the database should be connected to  
API endpoints for this functionality scope.  
Moreover, the algorithms (back-end calculations) for advising hotels should be designed and build.  
My part is also to Build and test all API endpoints and support the front-end resource in connecting  
front-end with back-end (Collaboration with another employee).

The reason of doing this project is that now, if a hotel wants to create a package deal, the employees need to  
contact ViaLuxury via phone or email including photos and other details about the package deal.

The preferred situation is that hotel employees can onboard hotels fast and easy.

The advantage of the project is that it would save employees time and effort.

## Scope and preconditions

<<What activities, and which endproducts (to what extent or quality) belong to the project, and which don’t >>

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| --- | --- |
| **Inside scope:** | **Outside scope:** |
| Design and develop Back-end structure and algorithms | Front-end |
| Design and develop a Database to store the hotels | AI-related operations |

<< Indicate any preconditions. E.g., think of technology choices that have already been made by the company. Note that you are also expected to retain a critical, but constructive, mindset for choices already made >>

Technologies used will be FastAPI (for the API portal), Amazon Cloud and Python  
as language in the back-end.

The competences shown by me would be test-driven development, build back-end architecture,  
implement various development principles and others.

## Strategy

<< Describe the strategy for your project (the approach). E.g., waterfall, or an agile approach like scrum, and justify the choice. >>.

## Research questions

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Describe the research questions that are most relevant to your project. For each research question, describe the approach and/or methodology. Use the Dot Framework to specify strategies and methods - see [http://www.ictresearchmethods.nl](http://www.ictresearchmethods.nl/) for details.

Note that research is not only part of the intial phases (like analysis) of the project, but runs throughout the whole project. E.g., in the realization phases, you will probably do research in the Workshop and Lab context.

Also realize that during the project your research questions may change, and that new ones will come up. That normal for any project , and is not a problem as long as you involve the right stakeholders, and keep your deliverables updated and in sync.

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Research topics should include:

“What packages are sold the most by 4 and 5 star hotels”. And other topics about packages and  
hotels.

## End products

<< A Product Breakdown Structure (PBS) lists the end products that you realize, including a description of each product. In software engineering, the end products are more than just the project plan and the application itself. E.g., requirements documents, architecture documents, research reports and test reports are all end products. These are all important products that are required for effective handover. They are also necessary for further maintenance and follow up-projects. The PBS can change during the course of the project..>>

### Project Breakdown Structure (PBS)

**End Product of Project**

A

Key product

B

Key product

C

Key product

A1

Product

A2

Product

B1

Product

B2

Product

C1

Product

C2

Product

A1.1

Subproduct

A1.2

Subproduct

# Project organisation

## Stakeholders and team members

##### <<Indicate all stakeholders and team members for your project. For each stakeholder indicate the role for your project. Note that the role that a person has for your project is different from the function the person has. E.g., someone with the function “department manager of department X” can have the role of product owner for your project.

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Abbreviation** | **Role and functions** | **Availability** |
| *Contact name (and specify further detail as needed, e.g., email or tel nr).* | *Abbreviation can help, e.g., when using the name in tools like Jira or MS project.* | *See above.* | *When is the person available for your project (define this in the way most relevant for your project, e.g., which days are available, the amount of time, or in which phase of the project).* |

## Communication

##### << Indicate the meetings and other channels of communication that you have established, or that you use for your project. Think of communication with all stakeholders including company supervisor, teachers, etc.

##### In which manner does each communication take place? Think of the goals, the location (or whether it should be online), the timing and frequency, and the attendee list.>>

# Activities and time plan

## Phases of the project

<< Describe the main phases of your project. Even in a scrum project you should specify at least the components at the beginning and end phases like problem analysis in the beginning, as well as handover, evaluation, refelction, and wrap up at the end.

For internship projects, reserve sufficient time for developing/maintaining the portfolio/thesis.

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## Time plan and milestones

<< For a waterfall project you can indicate the phases and milestones below (can be adapted as required).

For an agile project describe how the artefacts are planned. E.g., length of sprint (with justification), organization of stand up, demo, retrospective.

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|  |  |  |  |
| --- | --- | --- | --- |
| **Phasing** | **Effort** | **Start date** | **Finish date** |
| 1 |  |  |  |
| 2 |  |  |  |
| 3 |  |  |  |

# Testing strategy and configuration management

## Testing strategy

<<Which testing strategy do you envision? E.g., on which levels will testing take place? Consider that you could choose unit, component, integration, system, or acceptance testing.

Justify your strategy, and also set goals where relevant. E.g., percentage code coverage for the relevant unit tests. For each of the planned tests, indicate what will be automated and what not.

Also think of quality testing setups like, e.g., Sonarqube.

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## Test environment and required resources

<< Describe the test environment. E.g., do you envision a DTAP (Development, Testing, Acceptance, Production) environment. Can you make use of a CI/CD environment or will you develop your own?

It often helps to use a picture to visualize the test environment.

If you already know, describe which resources are required for realization and testing. Think of hardware, cloud environments and specific tooling required for development and testing.

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## Configuration management

<< Describe the project approach with respect to version management. This might include things like tooling, branching strategy, promotion-, release- and baseline strategy.

Also, when relevant, think of a mechanism to deal with change requests and problem reports.>>

# Finances and risk

## Project budget

<< If specific budget is required for your project, indicate it here, and also what needs to be done to get budget approval. Think of hardware, applications, libraries, development environments, etc.

Regular costs that have already been covered, like an internship compensation, do not need to mentioned.

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## Risk and mitigation

<< Investigate and define all risks affecting the project. For each risk indicate what has been done, or will be done during the project, to prevent the risk from being actualized, and define the mitigation actions, such as what you plan to do if the risk actually eventuates.

In a more elaborate version, you can also label the risks with their chance of occurence and impact. The advice is to focus on risks that have both a real chance of eventuating and some considerable impact. Direct risks, like what to do if your company supervisor is not available anymore, should always be described, as they have happened in the past quiet regularly.

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| --- | --- | --- |
| **Risk** | **Prevention activities** | **Mitigation activities** |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |