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***‘t Sloepke B.V.***

**Project Plan**

Boat Renting

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# **Introduction**

The purpose of this document is to build a desktop application and web application for the company, *‘t Sloepke B.V.,* that will support their reservation process of boats and additional items/equipment.

## Current Situation

*‘t Sloepke B.V.* needs a software system that allows them to manage rentals of their boats and items.

# **Project Goals**

The purpose of this project is to support and to make ease the process of renting boat for customer and employee. This project will have a web application for customer that wants to rent a boat in this company. It will make customer easier to check in and check out the offer *‘t Sloepke B.V.* have. Additionally, for employee, this project will have desktop application for easier management of the rented items in this company. This project will have a database server that holds items such as boats and records for easier overview.

# **Deliverables**

Deliverables of this project can be divided into 2 parts, desktop application and web application.

For the deliverables of desktop application can be listed as follow

1. Employee registration and login
2. Items catalogue that can be manage by the employee, it includes boats and non-boat items that can be rented
3. Employee can edit and view customer’s reservation
4. Employee can add coupon that can be applied to the reservation
5. Employee can put boats under maintenance making it unavailable for a certain period

For the deliverables of web application can be listed as follow,

1. Customer registration and login
2. Customer can view all items that can be rented
3. Customer can add and manage reservation up until a week before the start date of that reservation
4. Customer can apply coupon to the reservation for a discount

# **Non-Deliverables**

For the non-deliverables, it is not possible for the customer to pay the reservation online due. And due to the time constraint, the system will not be perfect as a lot of features could be improve and design is not as good as it should be.

# **Constraints**

Table below is the possibilities of problems that can be encounter throughout working on this project. I hope all problems can be avoided.

|  |  |  |  |
| --- | --- | --- | --- |
| **Description** | **Impact** | **Solution** | **Risk** |
| Time constraint, planning not on time | Features may not be implemented | Features that have the highest priority can be done first | High |

# **Phasing**

This project starts on week 12, Monday, 21 November 2021, and will be finished on week 16 before Wednesday, 22 December 2021. For the convenient of this chapter, we will refer week 12 to week 1 and week 16 to week 5.

Week 1 is the start of this project, the goal for this week will be to make User Requirements Specification, Test Plan, Unified Modelling Language or UML Diagram, and initialize Visual Studio 2019. We expect User Requirements Specification and Test Plan will be finished and can be changed based on the feedback we got from the client. UML Diagram is in motion, and it will have rough sketch of how it will work.

Week 2 will be finishing off the User Requirements Specification and Test Plan based on feedback from the client. UML Diagram will be finished and ready for feedback with the client. This week we can start on implementing the class based on UML Diagram.

Week 3 will be finishing off the UML Diagram and can be changed based on need from the applications and feedback from the client. We can continue to implement the application this week.

In week 4 we will start making the design for both Desktop Application and Website Application and continue to implement the code based on the UML.

Week 5 will be testing week to find all sort of bugs inside the application. In this week we can start working on the Test Report from the Test Plan we made in week 1.

For better visualization, below is the table for the timeline.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Objectives | 1 | 2 | 3 | 4 | 5 |
| User Requirements Specification |  |  |  |  |  |
| Test Plan |  |  |  |  |  |
| UML Diagram |  |  |  |  |  |
| Desktop Application |  |  |  |  |  |
| Web Application |  |  |  |  |  |
| Test Report |  |  |  |  |  |