

# **Project Plan**



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**CB-S2-01**

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# 1. Introduction

This document contains a project plan for creating software for the company Media Bazaar by Jupiter. This software will be made by team Ready Player Four.

## 1.1. The client

Our client is Media Bazaar. Media Bazaar is funded by its parent company, Jupiter, which will open soon in Eindhoven. Media Bazaar will be represented by Sabina Pencheva and can be reached via e-mail: s.pencheva@fontys.nl

## 1.2. Member

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## 1.3. Current Situation

Media Bazaar currently relies on online calendars and excel sheets. Scheduling is done manually. Poor store management that influences the employees and stock. We are the only contractor for this project as far as we know. There is no digital system that the store is using.

# 2. Problems Description

The problem Media Bazaar has is the bad overview of employees and products. It is difficult to have an overview of employees/products and it is difficult to make changes. This is because this has to be done manually by hand and is usually done in a simple excel file, which gets either too detailed or unreliable. Because of this bad overview Media Bazaar also has difficulty with managing the employees/products. It is difficult to add/delete/change employees/products. This makes it hard for management of the different departments to have a clear overview of the system. It takes time and

there is a much bigger chance that human error can come through. Automating the system reduces the risk of having errors occur.

### 3. Project Goals

The goal of the project is to make employee administration easier for the client. Stock and product handling are more maintainable. Better storing of information regarding employees and stock and using them to the benefit of the client. Another goal is to have a platform for employees for them to see their information about themselves and their work schedules.

- Easier and quicker management of employees
- Features that only the right type of employee can see
- (almost) effortless being able to view statistics of individuals and stock
- Being able to see incoming and reshelving stock
- A platform for employees regarding scheduling and personal information
- Better employee information overview and storage for managers
- Simpler and reliable shift scheduling, preferably automated
- Having departments and department managing
- Reduction of human interaction with the system reduces chances of mistakes

### 4. Deliverables

We will deliver a software system for managing employees, stock and products. The software will contain the following:

- Login system for the separate functions of the software
- Employee management
- Employee & product database
- Stock management
- Scheduling system
- Statistics and information overviews
- Departments

## 5. Non-deliverables

In these 6 weeks we will not make the website that our client requested.

- Website for employees; Reason: It doesn't fit in the current scope
- Manual for the program; Reason: The program should be intuitive to understand and no resources to complete it in this current scope.
- Automatic scheduling; Reason: Requires more research and testing than that fits in this scope
- Separate Department managing; Reason: Low priority feature, that most likely won't be finished in time
- Statistics about employees and products: Low priority feature, that most likely won't be finished in time
- Schedule check in/holiday preferences: Low priority feature, that most likely won't be finished in time

## 6. Constraints

- 6-week deadline: 30th of August until 8th of October
- Limited to C# programming for the software
- Limited to MySQL for the database
- No money for additional resources

Table below is possibilities of problems we may encounter throughout this project and we have a solution to fix the problems. We hope to avoid all problems that can hinder the work on our project.

Category	Description	Impact	Solution	Risk
Communication Problem	Person couldn't be contacted	Missing crucial information, working on the same things at the same time	Leave a message of updates through private message	Medium
	Person didn't attend a meeting	Lacking new information regarding the project	Minutes of meetings are shared every time	Low
	Miscommunication between client	Wrong product at the end	We record a conversation	Medium

			between us and the client	
	Miscommunication between members	Working on the same things, different ideas	We conduct a meeting	Medium
Planning not on time	Late on progress from the table of phasing	Client expectations are not met	Contact the client to discuss the scope	Medium

## 7. Phasing

The project is divided into 5 phases which lasts 6 weeks. The phases are trackable on git via this link: <https://git.fhict.nl/I480487/s2-group-project.git>.

### Analyzing (Week 1 & 2) :

We will be analyzing the project and gathering information we need from the client in order to deliver the product that the client wants from an interview that we will conduct and including making a project plan and user requirement request.

### Design (Week 2 & 3) :

In the second we will begin with the URS and focus on finishing this in the third week. This will contain details about the systems, use cases and an UML.

### Implementing (Week 3-6) :

Starting in week 3 until the very end, we will be working out the URS details and creating the software system. Together with client feedback we will try to improve it along the way.

### Testing (Week 5-6):

In the last two weeks we will focus on trying to finish the deliverables at least and making this work without any problems.

### Finalizing (Week6):

We wrap up the project, create a presentation and present our deliverables to the client.

Task	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Analyze						

Design						
Implementing						
Testing						
Finalizing						