

EaseExpress

Project Plan

Juan Alejandro Sola Castermans
Fontys Eindhoven
05/03/2023

Index

1. Project Definition

- 1.1 Client
- 1.2 Myself
- 1.3 Current Situation
- 1.4 Problem Statement
- 1.5 Project Goal
- 1.6 Deliverables
- 1.7 Non-Deliverables
- 1.8 Constraints

2. Phasing & Methodology

1. Project Definition

This section outlines the scope and significance of the project, clarifying its boundaries and context. It's important to comprehend its extent and placement within the larger context. This segment covers the project's background, objectives, and various outputs better called as deliverables, giving a comprehensive view of the project.

1.1 Client

Name:

- Doren, Maaïke M.J.A. van m.vandoren@fontys.nl
- Bhardwaj, Sachin S. sachin.bhardwaj@fontys.nl
- Lepper, Frank F.P.H. de f.delepper@fontys.nl
- Naus, Thijs T.B.H. t.naus@fontys.nl
- Wijnen, John J.A.M. john.wijnen@fontys.nl

1.2 Myself

Name:

- Sola Castermans, Juan Alejandro J.A. (Alec)
j.solacastermans@student.fontys.nl

1.3 Current Situation

The making of EaseExpress, an application that facilitates people's rail trips.

1.4 Problem Description

Judging from people's past experiences while travelling by train, there are some problems everybody relates to. However, the main problem is, people, don't want to go all the way to the train station to see when the trains are leaving. What if someone sees that their train leaves in one minute and they still have to buy their ticket? Why have this stress when you could buy them online with time?

1.5 Project Goal

The primary goal of this project is to make an application that makes it easier for people to catch their train.

1.6 Deliverables

- Prototype
- Project Plan
- URS & UML
- Test Plan
- WebApplication for the managing system
- Website for users
- Software Files
- Presentation Slides

1.7 Non - Deliverables

- Source Code
- Hardware

1.8 Constraints

- Deadline: (6th March 2023)
- SQL Database
- HTML & CSS
- C#
- The app will only work in The Netherlands or Spain
- The language of the app will be English.
- Git Repository:
<https://git.fhict.nl/I500217/semester-2-individual-assignment-alec.git>

2. Phasing & Methodology

EaseExpress will be finished in 18 weeks and it will develop over time with the waterfall methodology. In order to make this more understandable I will illustrate a “waterfall” and below I will do a Gantt chart.

Week 1:

- Ideation
- Document Ideation

Week 2:

- Project Plan
- Prototype
- Web for wireframe

Week 3:

- UML & URS