PROJECT PLAN

BY GROUP 8

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1. PROJECT STATEMENT

1.1 Introduction.

This project plan is intended to include all necessary details about the Roermond project. The project is focused on Roermond and the client with whom we are collaborating. The project is centred on the city of Roermond, which is currently experiencing several challenges, and we need to create an IT solution that allows Roermond to maintain its relevance while also attracting new visitors to help the city grow. And we are the creators of IT Solution under the name Historik which consists of 4 members, which will be dedicated to achieving this aim and assisting the city of Roermond.

In this project plan, we will discuss the city itself, its problems' description, our goal, deliverables, roles, constraints, risks, and other information regarding this project.

2. ROERMOND

Roermond is a city in the south of the Netherlands. It has a population of 58.000 inhabitants. The city is well known for the Designer Outlet which attracts 7-8 million people each year, however this city also has a rich history. (*Welcome to ROERMOND,* (n.d.))

2.1 A Brief history of Roermond

The Romans constructed the city of Roermond. It was ruled by the Spanish between the 16th and the 18th centuries before it was regained by the Dutch; however, the Spanish restored Catholicism to such an extent that they did not trust the Protestant Dutch. Most of the buildings were damaged or demolished at this time. Roermond saw the largest Witch Trials in the Netherlands in 1613, with 64 people dying in the fire.

2.2 What has Roermond to offer

As a visitor, you can visit the Designer Outlet as well as small boutiques housed in historic buildings. If you are interested in Roermond's heritage, you can visit the History House, which is a museum dedicated solely to the city's historical evolution. This is not everything Roermond has to offer; in the summer, it hosts the Solar Weekend festival, as well as a fundraiser known as the Big City Swim.

Aside from such a colourful backdrop and a wide range of activities, Roermond is working hard to reclaim its importance and to do so, we will collaborate with the city of Roermond's municipality, which has provided us with inside information on the problems that the city is dealing with.

3. PROBLEM DESCRIPTION

We discovered that Roermond has a problem with the local economy, young people leaving the area, and traffic congestion based on information given by the municipality. We authored a research paper based on these issues; here is the information we gathered to help us to introduce them in our project plan:

3.1 Local Economy Issue

The first problem is that the local economy is suffering, this is partially due the synergy which is missing with the inner city. What we found based on our research paper is that for the past 5 to 6 years local businesses have faced bankruptcy, this is not getting any better due to the current Coronavirus situation. To keep the local economy afloat, we would like to incorporate local businesses into our solution and collaborate with them.

3.2 Young People Leaving the City

The second issue is young people leaving Roermond. During our research paper we have found that although Roermond's population is rising, it is losing the young people (ages 15-25). One of the causes for this is Roermond's lack of higher education. Which means that the lack of Higher education leads to more people leaving towards university cities. As a result, less events dedicated to young people are organised, with respect to university cities. To retain young people, we want to communicate the events that happens in the city.

3.3 Traffic Jam

The third issue is the traffic. With the Designer Outlet at its peak, it attracts 7 – 8 million visitors a year. These people are not only citizens of Roermond, but also from Germany and Belgium. This causes a lot more traffic which makes the traffic congestion almost inevitable. To reduce traffic, which is known to occur when outlet tourists do not travel to the inner city, causing them to avoid the city centre, where we want to encourage people to take routes to a variety of locations in the city while avoiding foot traffic and enjoy the city.

We produced the concept of developing a route guide after acknowledging such a slew of inner-city problems, based on the findings of our research paper. The route guide was given the name **"Historik,"** which is a **route generator guide for future visitors of Roermond**. According to the research paper's explanatory results, the intention of restoring the city's relevance will be addressed with this IT solution.

4. PROJECT GOAL

4.1 GOAL DESCRIPTION

The main goal of this project is to bring back the relevance of the city of Roermond, as well as tackle the resolution of the issues of economy, young people, and traffic provided to us by the municipally.

As a result, the team came up with an IT solution concept, as previously described. The route guide will be in the form of a website, with a user being able to select a location in Roermond, which will then show a route choice for that location. In addition, each location listed on the website will fall into one of four categories: activities, cultural attractions, nightlife, and food. More details will be available on the website itself in the future.

4.2 CONCLUSION

In addition to fulfilling our client, we ensured that our approach will be capable of resolving the current problems in Roermond. As a result, we ensured that the route generator will be able to overcome them based on our research paper.

4.3 ADDITIONAL GOALS

In addition to our IT solution, each team member has a personal goal that involves the development of new skills and learning outcomes. In addition, there is a general acknowledgment of learning as part of the development in this project. In terms of personal goals, each member identified a specific area in which she or he wishes to improve the most. For example, one member wishes to learn how to create a balanced scorecard or expand her knowledge of factsheets. In addition, each participant will work on group skills such as improving communication or taking on a leadership role.

5. PROJECT SCOPE

The scope of this project is based on the prototype of a route generation website, which will include the following pages: home page, categories, user stories, contact us page, sign in and account, route generation page, and route details. Users may create an account to explore the website and generate routes in Roermond; furthermore, we will provide our users with transportation information in a form of a pop-up tab.

In addition to our prototype, a database will be needed to make our website work. And the information contained in a database will be used in a factsheet that will enable us to analyse the data from the database.

The last deliverable we plan to use is the balanced scorecard, which is a management method that helps us to evaluate organizational viewpoints and will aid us in analysing the work of our factsheet and prototype.

6. PROJECT DELIVERABLES & NON-DELIVERABLES

6.1 DELIVERABLES

most of the deliverables are relevant to the project or, more accurately, a prototype, but we will focus on the key outputs of our project plan here. The factsheet data, for example, comes from a database that is linked to the website.

6.2 NON-DELIVERABLES

is more of a not a product or an intermediate phase that may not be inspected. A prototype, for example, would not be a completely functional deliverable.

Deliverables	**Non-Deliverables**
Project setup team (a logo and a name of a team).	Our documentation's drafts
Project Findings and Gatherings	Database Model
Project Research and Plan.	Practical Programming
Balance Score Card (structural and financial part for the project)	Wireframe.
Factsheet (database related features)	
Prototype (design, analysis, and evaluation)	
Group and Individual Reflections	
Final presentation to a client and by the end of a project	

7. PROJECT CONSTRAINTS

Project constraints limit what we can do when it comes to planning and implementing our project. Several constraints can influence the project's progress and outcomes.

7.1 Time Constraint.

This restriction will influence our project scheduling decisions. With this awareness, our project work began on February 8, 2021, and is scheduled to be completed by June 30, 2021, within a 6-month workflow timeframe.

7.2 Resource Constraint.

The resource constraint stems from the fact that we are a non-profit organization that does not contribute any funds to the project. As a result, our only limiting factor in this segment is the project's financial factor.

7.3 Technology Constraint.

It is a disadvantage in terms of technology use since we have access to all platforms. Therefore, our constraint is the languages that we will use such as SQL, RStudio, CSS, HTML, and JavaScript.

7.4 Quality Constraint.

Furthermore, we are developing a prototype that will be used for a demonstration purpose, and to do so, we must obtain approval from our client and provide a positive demonstration of our work.

8. PROJECT ROLES

8.1 ROLES

For this project's deliverables, we would like to represent a list of participants, our mentor, and the client's details in this portion.

Role	Name	Contact
Client of this project.	**Mr. Carom Heros**	roermondcity@protonmail.com
Tutor for this project.	**Matthijs Kuiper**	matthijs.kuiper@fontys.nl
Team leader and programmer.	**Anna Chernova**	c.anet@student.fontys.nl
Team salesperson.	**Marjolein van der Eerden**	m.vandereerden@student.fontys.nl
Team database engineer.	**Stanisalv Tolev**	s.tolev@student.fontys.nl
Team analyst.	**Nikita Sharov**	n.sharov@student.fontys.nl

In addition to this task division, we will include a complete update on each member's skills and deliverables.

8.2 WORK DIVISION

Member	Research Paper	Project Plan	Balanced Scorecard	Proto type	Data base	Fact-sheet	Group Reflection	Final Presen tation
Anna Chernova	✖	✖	✖	✖	✖	✖	✖	✖
Marjolein van der Eerden	✖	✖	✖	✖			✖	✖
Stanislav Tolev	✖			✖	✖		✖	✖
Nikita Sharov	✖					✖	✖	✖

8.3 Skills

To succeed in such a project, each group member should contribute a set of skills that will help the project succeed. As a result, during the study period, the group members will improve main skills such as SQL and R programming, HTML, CSS, and JavaScript programming, as well as business-related topics such as principles and research, which will be useful for the documentation creation of this project.

9. PROJECT RISKS

It is critical to not only stick to a strict timeline or define the project's scope, but also to recognize the project's risks. Consequently, for the project to stay on track and produce a good outcome, we must either avoid or know how to avoid such risks. Here is a table with some of the factors we are aware of:

Type of Risk	Impact	Probability	Way of preventing
Lack of knowledge and understanding.	High.	Medium.	Up head analysis and dinging on the research information in online platform or asking a teacher for explanation.
Team members miscommunicatio n.	High.	High.	A team must have a clear understanding of external problems and take them into account. (An illness or a part-time job). We have regular meetings with each other to share information regarding the work essentials.
Applicational development issues.	Medium .	Low.	Make a head research, analyse debugs and in case of a struggle ask teacher for help.
Crash of database.	Medium .	Low.	Find out a back-up information or ask a teacher for a reflection.
Communication with a client.	High.	High.	Get as much feedback and reflection as possible from the client's side.

Following our deliverables, constraints, and risk, there is a direct segment in this project plan that is relevant to our planning management that we also want to highlight.

10. PLANNING OF A PROCESS

Our projects begin with the 8th of February of 2021 and run for 18 weeks. Our result will be delivered in the last week of the project, which is week 18. In the between of running the project, we will be running a **trello-board**, which is an online tool to help us out on task division and deadline control.

In addition, we currently have weekly team and mentor meetings, as well as regular contact with our client. We also keep minutes of our meetings, whether with a team, a customer, or a mentor, to keep track of the feedback, thoughts, and agreements. We are working on a project in a series of sprints, each lasting three weeks and allowing us to deliver a collection of necessary deliverables in between additional tasks and meetings.

Separation by phases:

10.1 Initial phase (week 1 to 6):

This step outlines our project's review and study; we will become acquainted with Roermond, get to know our client, and carry out the research and project planning documentations.

10.2 Sprints (week 7 to 18):

We will go straight to solution creation in this process, and it will touch on our three goals: balanced scorecard, prototype, and factsheet. Following that, a presentation and overall submission will be delivered. Each sprint will last 3 weeks, after which we communicate the result with the client and check-ups with our tutor.

Name of the Phase	Deliverables
Initial Phase (week 1 to 6)	Research Paper. Project Plan.
Sprint 1 (week 7 to 9)	Balanced Scorecard first draft. ERD / Database Design first draft. Prototype analysis / mockup.
Sprint 2 (week 10 to 12)	Balanced Scorecard second draft. Database Design final version / SQL database script development. Algorithm first draft / 4 website pages finalized.
Sprint 3 (week 13 to 16)	Balanced Scorecard final version. Final version of a database / connected database to the prototype. / Factsheet development. Second draft version of algorithm / draft version of prototype.
Sprint 4 (week 16 to 18)	Finalized balanced scorecard. Finalized factsheet. Finalized website. Group reflections. Final presentation / submission.

11. REFERENCES

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