Fontys University of applied sciences. Eindhoven, Netherlands

Greeting Application Project Plan

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Internship 01/02/2017

PROJECT PLAN

FONTYS UNIVERSITY OF APPLIED SCIENCES

HBO-ICT: English Stream

Data student:	
Family name, initials:	Roshan, Armin
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project period: (from – till)	Sep2017 - June2017
Data company:	
Name company/institution:	GameHouse
Department:	Service Side (IT)
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Company tutor:	
Family name, initials:	Aisyah, Ellya
Position:	Web developer
University tutor:	
Family name , initials:	Li Li L
Project plan:	
Title:	Greeting Application
Version:	0.2
Date:	09/03/2017

Approved and signed by the company tutor:

Date:
Signature:

Approved and signed by the university tutor:

Date:
Signature:

Agreed and signed by the student:

Date:
Signature:

DOCUMENT HISTORY

Revisions Project plan

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1.2	Signed and improved	09-03-2017	

Revision Project report

Version	Delivery Date	Delivery Date	Final version
			June 12th

Contents

1 Introduction

The introduction section, introduces GameHouse, explains the assignment, provides contact information, explains the hierarchy, as well as way of working and project definition.

1.1 About GameHouse

GameHouse Europe BV is a game development company with headquarters located in Eindhoven, The Netherlands. And three sub-branches in Utrecht, Alicante, Barcelona. Games are played by people in range of 10 to 65 years old all around a globe. Most games are translated and localized in 7 languages and they are available at www.gamehouse.com

Culture in the house is very open. This means, employees of GameHouse will not experience a strict hierarchy system. Colleagues are free to chat and discuss their problems as well as share their thoughts to one and another in constructive and professional manner.

1.2 Assignment

The assignment is to develop a "Greeting system" for GameHouse in order to welcome external people (visitors) in the office. No further information is specified. Hence, it is initially required to develop a website, determine its requirements and verify sufficient depth in terms of implementation and required knowledge.

1.3 Project Member

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1.4 Contact information

Name	E-mail	Telephone number	Student number (S/N)
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Table 1-1 Contact information

1.5 Method of working

The project will be carried out by inter Armin Roshan. Daily stand up meetings with company mentor Ellya Aisyah are held to discuss the upcoming tasks and progress update every morning.

Slack will be used for communication and short updates. Code will be shared and stored using the web-based Git hosting service GitHub.

Scrum is the leading development methodology in the GameHouse. Sprints of two weeks are set to ensure the quality as well as refining and planning for the upcoming sprint.

1.6 Project definition

The main goal of this project is to design and develop a system to welcome external people and visitors to the GameHouse. Stakeholders of this project decided to provide a system that aids external people to find their desired employee when they enter GameHouse, as well as an overview of the company's sections. To gain more insights into the requirements of this system, interviews will be conducted with Stakeholders.

2 Project Statement

2.1 Formal client

Finance assistant, Sam Lasaroms and administrative assistant Janet Damen are the formal clients of this project.

2.2 Project leader

Ellya Aisyah is the project leader of this project, she is a web-developer of GameHouse.

2.3 Current situation

Currently, there is no concrete system that allows external people to be able to find their target or navigate in the company when they enter GameHouse. There is no reception at the front door to direct the person to a right target. Moreover, guests need to wait at the front door until one of the employees notices his/her presences or they need to walk to one of the employees and distract them during the working hours.

2.4 Problem Justification

According to the current situation, welcoming external people to GameHouse is not done in a pleasant way. One of the main problems of the current system is distraction of the employees during working hours.

At the end of this project, the stakeholders want to be able have a system where allow the guests and external people to send quick message to their target employee as well as navigate their way in the company. This system needs to be easy to use for all the people who are coming to GameHouse. This system must also represent GameHouse's open culture.

2.5 Project Product

The product of this project will be a web-based greeting application that will allow the guests to find an employee they intend to meet and navigate though company without getting lost. Guest will be able to search employees by name and chat with them and notify their presences in the company.

2.6 Project Deliverables & Non-deliverables

As mentioned earlier, scrum methodology is used in this project. In scrum projects, main goal of the project might get different direction. This decision is made by stakeholders every sprint. In this way working deliverables and non-deliverables of this project cannot fully be defined.

However, the minimum deliverables and non-deliverables are listed in the subsections below.

2.6.1 Deliverables

- Project Plan.
- Report.
- Web-Base Application

2.6.2 Non-Deliverables

- Update
- Training
- User manual

2.7 Project Constraints

- This project must be a Web-Base application.
- Project must be hosted on GameHouse Server.
- User-friendly
- Project must be stored in a repository provided by company when it is completed.
- The methodology used in this project is iterative scrum.

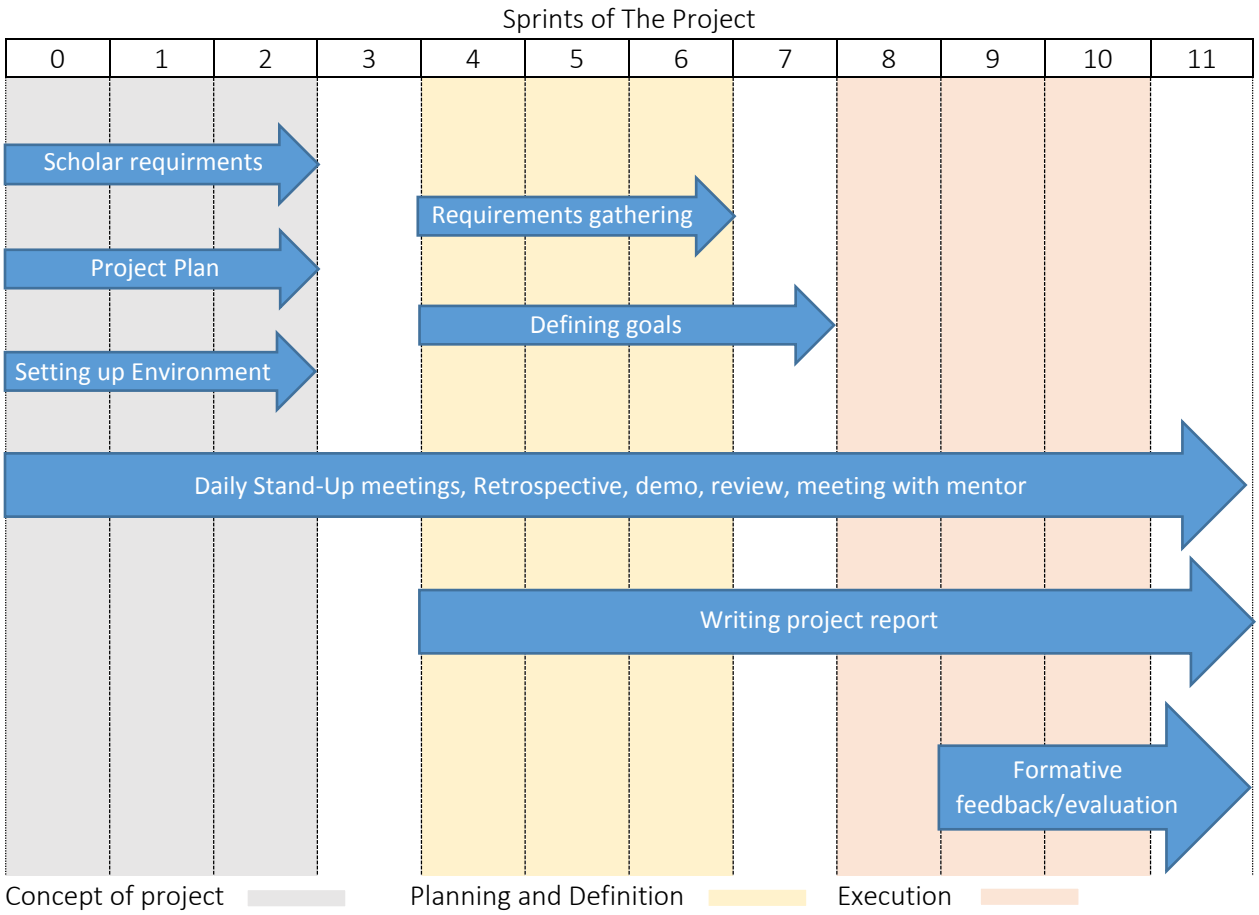
2.8 Project Risks

Problem	Impact	Prevention
Lack of communication	Medium	Quick updates via slack every day.
One of the technical choice cannot be implemented	Low	Research before implementation.
Not be able to complete the project before the deadline	Low	Meeting with stockholders and extend the deadline.

Table 2-1 Project risks

3 Project Phasing

This project will be developed using scrum methodology. There will be sprints during the development phase. Which mean, after each scrum sprint, there will be a meeting with formal client and stakeholders. Outcome of this meeting will be the deliverables of the upcoming sprint. Each sprint will produce a deliverable. Table below is the demonstration of the project phasing. Each color represents a phase during development.



3.1 Description

The project will be split into multiple 2 week sprints. There will be a planned sprint described with 4 columns: To Do, In-progress, Blocked, and Done. “To Do” represents the user stories, which are split into several tasks. “In-progress” represents the current sprints that the team is working on. “Blocked” represents the sprint which is stopped, because it may require additional help, guidance or it is not possible to finish it. “Done” represents the completed sprints. A task has 3 elements: the task name, the description and the estimated time for finishing that task. A sprint represents all the user stories and task for a whole week. A user story represents multiple task.

3.2 Milestones

There will be several milestones for this project:

- Requirement analysis-M1
- Research-M2
- Setting up the environment-M3
- Implementation-M4
- Testing-M5

- Finalizing the project-M6

3.3 Backlog

No.	User Stories	Amount Efforts	Estimated Time	
			Total Hours	Weeks
1	Project Plan	3		
2	Creating backlog	1		
3	Project definition	2		
4	Research	4		
5	Define requirements	2		
6	Set up environment	2		
7	Design and wireframes	3		
8	Front-end implementation	5		
9	Back-end implementation	5		
10	Testing	2		
11	Report	4		
12	Presentation	1		

Table 3-1 Backlog table

4 Management Plan

This chapter delves into the, skill, quality, information, time and organization domains of this project.

4.1 Skills

Below is a list of skills need to complete this project.

- GUI/UX design skills.
- Imperative programming (JavaScript): implementing, testing, deployment.
- Declarative programming (HTML, CSS, LESS): implementing, debugging.
- Framework knowledge (AngularJs, Spring boot).
- Backend programing (C#, java).
- Tool knowledge (GitHub, SourceTree).
- Communication, Teamwork, Planning and Scrum skills.

4.2 Quality

Quality of this project will be defined by the stakeholders. However, the list below will represent the overview of some objectives that can be done to ensure a measurable quality project at the end.

- Be consistent and give results as expected.

- Be quick and response to user interaction.
- Clear structure code.
- Easily maintainable and scalable by developer of GameHouse BV Europe.
- User friendly.

Developing the project with all these in mind will guarantee a quality product in the end.

4.3 Information

	Project plan	Project report	Greeting System	Final presentation
Company mentor	R, A, Di	R, A, Di	R, A, Di	R, A, Di
Fontys tutor	R, A	R, A, Di	R, A, Di	R, A, Di
Formal Client	A, Di	A, Di	A, Di	Dr, Di, S
Stakeholders	Di	A, Di	A, Di	Di, S, A
Intern	Dr, Ar, Di, S	Dr, Ar, Di, S	Dr, Ar, Di, S	Dr, Ar, Di, S

Table 4-1 Information overview

Legend: **Dr** Draw up, **Di** Discuss, **A** Approve, **R** Receive, **S** Send, **Ar** Archive

4.4 Time

As demonstrated in the phase chapter, each phase consists of number of sprints (vertical numbers). Below is a breakdown of the time frame allocated to the completion of the project.

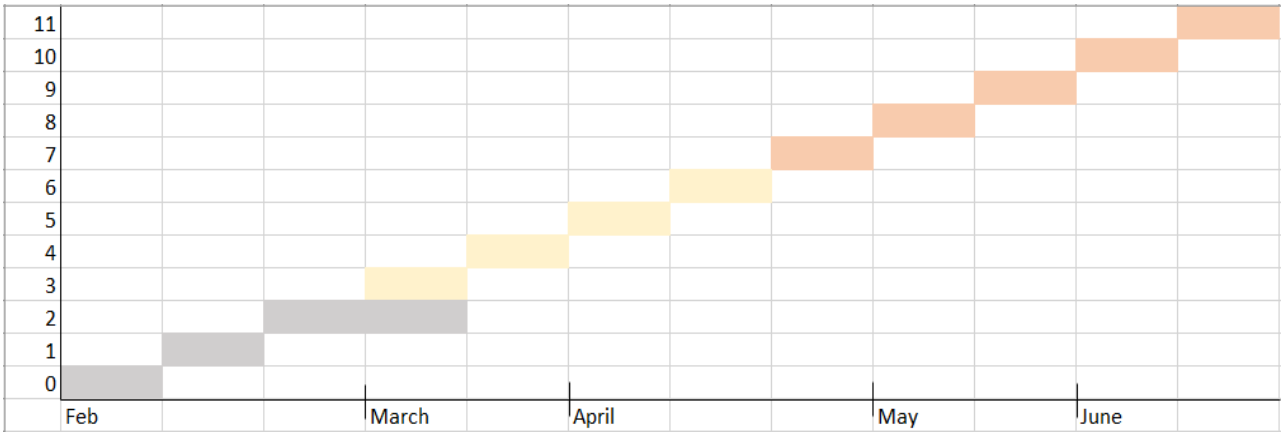


Figure 4.1 Time table for the project. Phase 1 phase 2 phase 3

4.6 Organization

As mentioned in the “method of working” section. Scrum is the leading strategy among the teams in GameHouse. A scrum team in service side is consists of 4 or 5 people that includes the product owner, scrum master and the team member, playing different rolls, such as frontend/backend developer as well as UX designer.

However, in this project I will be working as a full-stack developer. I will be working as a frontend and a backend developer.

At the beginning of each sprint, there will be a meeting with the company mentor and the product owner. In this meeting takes for the up-coming sprint will be defined and finalize in products backlog. During the sprint, there will be a backlog refinement. During refinement, team members will estimate the amount of work for each task and allocate a point for it. At the end of the sprint the team has to have the potential to finish the assigned tasks to them. To summarize, here is an illustration of the specified proceedings mentioned above.