

**GRADUATION / INTERNSHIP REPORT**

**FONTYS UNIVERSITY OF APPLIED SCIENCES**

**HBO-ICT: English Stream**

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| **Data student:** | |
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| project period: (from – till) |  |
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| Title: |  |
| Date: |  |

Approved and signed by the company tutor:

Date:

Signature:

Preface

Summery

Glossary

List of Tables

List of figures

Chapter one

# 1 Introduction

## Company

GameHouse BV Europe, is a casual game development company with headquarter located in Eindhoven, the Netherlands and three other sub-branches in Utrecht, Alicante and Barcelona. Currently there are more than 150 employees are working in GameHouse. One of the visions of this company is to develop and distribute casual games among people in more than 14 languages across the globe. There are two main departments in GameHouse, Service side and Studio where both are committed to work toward the vision of the company. The studio is responsible to create and develop games and service side is the link between the games and the target audience. Taking care of websites, social media, growth in fans, user-interactions are some of the responsibilities of the service side.

This assignment belongs to service side of the company. This report contains development phases of a website to welcome external people to GameHouse. The company would like to have a greeting system to welcome visitors to the company. Launching this application will allow the visitors to navigate through the company and find theirs target person in GameHouse without disturbing an employee during working hours.

To create this system, this project incorporated researches where we can divide it to two main parts, frontend and backend. DOT framework is used throughout this research. Scrum, is the leading methodology among the teams in GameHouse. This project developed using scrum as well, therefore, researched occurred several times during development of this project.

This document explains the research and process in building this system to help visitors to navigate in the company and welcome them to GameHouse. Reader will be able to find information about the current situation, research phase of the project, process, decisions in subsequent chapters. in this report, chapter 2 covers the overall information about the current situation, problem domain as well as desired situation. Chapter 3 goes in depth to discuss the process of this assignment and the result at the end. Chapter 4 represents conclusions and recommendations for the project and the end you will find the list of the tables and figures used in this research as well as references.

## Organization chart

Armin roshan

Intern

Sam Lasaroms

Fomal client

Janet Damen

Fomal client

Ellya Aisyah

Project leader/Mentor

# 2 Assignment Overview

## 2.1 Current Situation

On daily basis, there are number of visitors coming into GameHouse during working hours. Currently, there is no system in the front door that helps visitors to navigate or find their target employee, neither a secretary who could help external people in this aspect. Definition of visitors from stakeholder’s view is someone who is not an employee of this company such as postman, fans, external people who have an appointment with of the staff in the office. Visitors should wait in the front door for a considerable amount of time until one of the staff notices his/her presence or they should walk into an employee to ask their concern.

Having said that, welcoming the visitors to the company is not done in a pleasant way and this cost employee disturbance as well as confusion for visitors.

Overall, we can describe the current situation as not having a system to guide the visitors into the company as well as employee disturbance during working hours and visitor’s confusion as soon as they enter the company.

## 2.2 Problem Domain

As its explained in the current situation, welcoming external people to GameHouse is not done in a pleasant way. Having no system or secretary at the front door does not represent the open culture of this company.

Welcoming visitors without a greeting system brings to the company to the following issues:

* Employee distraction during working hours.
* Visitors confusion.
* Time waste at the front door.
* Not representing the open culture of GameHouse.

## Objective

Lake of a greeting system external people and visitors is leading to disturbance and confusion problem. Therefore, initially required to develop a website. Below there is list of objective with regard of this project.

* A website
* Chat Functionality
* Slack Application Program Interface (API)
* Content management system (CMS)

GameHouse, prefers to have an in-house built greeting tool to overcome mentioned problems.

## Project Constraint

Below is a list of constraints of this project:

* Angular 2 must be used to develop this website.
* NodeJS is used for implementing the logic of the website (Backend).
* Website should be ready before July 20th.

## Approach

### Research methodology

The research methodology used throughout this project, is DOT (Development Oriented Triangulation) framework. This methodology is used for all the research questions.

In the figure2.1 you can see the Development Oriented Triangulation.

DOT framework identifies five type of research approach which is listed below:

Library:

Field:

Workshop:

Lab:

Showroom:

### Development methodology

# 3 The Process and Result

## Project initiation

## research questions

## Implementation and choices on tools

## Testing

## Result

# 4 Conclusion and Recommendation

## Evaluation

## Reference