

**GRADUATION / INTERNSHIP REPORT**

**FONTYS UNIVERSITY OF APPLIED SCIENCES**

**HBO-ICT: English Stream**

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| **Data student:** | |
| Family name , initials: |  |
| Student number: |  |
| project period: (from – till) |  |
| **Data company:** | |
| Name company/institution: |  |
| Department: |  |
| Address: |  |
| **Company tutor:** | |
| Family name, initials: |  |
| Position: |  |
| University tutor: | |
| Family name , initials: |  |
| **Final report:** | |
| Title: |  |
| Date: |  |

Approved and signed by the company tutor:

Date:

Signature:

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# Introduction

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.

Armin roshan

Intern

Sam Lasaroms

Fomal client

Janet Damen

Fomal client

Ellya Aisyah

Project leader

Definition of visitors from stakeholder’s view, is someone who, is not an employee of this company such as post officer, fans, external people who have an appointment with of the staff in the office. Main purpose of this project is to create a system where visitors are welcomed to the company without any waiting time in the front desk nor disturb any of the employees during working hours. This system also allows visitors to chat and send messages to their target employee and notify their presence.