Document History

# Revisions

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Status | Date | Changes |
| 1.0 | Document Created | 07-02-2017 |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

# Distribution

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Delivery Date | Mentor’s Name | Job Title |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

# Contents

[Revisions 1](#_Toc474239443)

[Distribution 1](#_Toc474239444)

[Contents 2](#_Toc474239445)

[1 Introduction 4](#_Toc474239446)

[1.1 About GameHouse 4](#_Toc474239447)

[1.2 Assignment 4](#_Toc474239448)

[1.3 member 4](#_Toc474239449)

[1.4 Contact information 4](#_Toc474239450)

[1.5 Way of working 5](#_Toc474239451)

[1.6 Project definition 5](#_Toc474239452)

[2 Project Statement 5](#_Toc474239453)

[2.1 Formal client 5](#_Toc474239454)

[2.2 Project leader 5](#_Toc474239455)

[2.3 Current situation 5](#_Toc474239456)

[2.4 Problem Justification 5](#_Toc474239457)

[2.5 Project Product 5](#_Toc474239458)

[2.6 Project Deliverables & Non-deliverables 6](#_Toc474239459)

[2.6.1 Deliverables 6](#_Toc474239460)

[2.6.2 Non-Deliverables 6](#_Toc474239461)

[2.7 Project Constraints 6](#_Toc474239462)

[2.8 Project Risks 6](#_Toc474239463)

[3 Project Phasing 6](#_Toc474239464)

[3.1 Description 6](#_Toc474239465)

[3.2 Milestones 6](#_Toc474239466)

[3.3 Backlog 6](#_Toc474239467)

[4 Management Plan 7](#_Toc474239468)

[4.1 Skills 7](#_Toc474239469)

[4.2 Quality 7](#_Toc474239470)

[4.3 Information 8](#_Toc474239471)

[4.4 Time 8](#_Toc474239472)

[4.6 Organization 9](#_Toc474239473)

[5 Appendices 13](#_Toc474239474)

[5.1 Appendix A: Project planning 13](#_Toc474239475)

[5.2 Appendix B: Technical Aspect 14](#_Toc474239476)

[5.3 Appendix C: Functional Aspect 14](#_Toc474239477)

# Introduction

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

## About GameHouse

GameHouse BV is a gaming company with headquarter 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. Games are translated and localized in 7 languages and they are available at www.GameHouse.com.

Culture in the house is very open. Meaning that employees of GameHouse will not experience hierarchy. Colleague are free to chat and discuss their problems as well as share their thoughts to one and another in constructive and professional manner.

## Assignment

The assignment is to develop a Greeting system for GameHouse. In order to welcome external people 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.

## member

|  |  |
| --- | --- |
| armin_chart.png | Armin Roshan  ICT & Software Student  Fontys University of Applied Sciences,  Eindhoven |
|  |  |
|  |  |
|  |  |

## Contact information

|  |  |  |  |
| --- | --- | --- | --- |
| Name | E-mail | Telephone number | Student number (S/N) |
| Armin Roshan | a.roshan@student.fontys.nl | (+31) 62 829 25 78 | 2487128 |

Table ‑ Contact information

## Way of working

The project will be carried out by 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.

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

## Project definition

The main goal of this project is to design and develop a system to welcome external people 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.

# Project Statement

## Formal client

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

## Project leader

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

## 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 in the front door to direct the person to a right target. Moreover, guests need to wait in 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.

## 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 as well as representation of GameHouse’s culture.

## Project Product

The product of this project will be a web-based greeting application that will allow the guests to find their desired employee 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.

## Project Deliverables & Non-deliverables

As mentioned in way of working section, 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.

### Deliverables

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

### Non-Deliverables

* Update
* Training
* User manual

## Project Constraints

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

## 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 ‑ Project risks

# 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.

## 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.

## Milestones

There will be several milestones for this project:

* Requirement analysis
* Research
* Setting up the environment
* Implementation
* Finalizing the project

## Backlog

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| No. | User Stories | Amount Efforts | Estimated Time | | |
| Total Hours | Weeks | Days |
| 1 | Project Plan |  |  |  |  |
| 2 |  |  |  |  |  |
| 3 |  |  |  |  |  |
| 4 |  |  |  |  |  |
| 5 |  |  |  |  |  |
| 6 |  |  |  |  |  |
| 7 |  |  |  |  |  |
| 8 |  |  |  |  |  |
| 9 |  |  |  |  |  |
| 10 |  |  |  |  |  |
| 11 |  |  |  |  |  |
| 12 |  |  |  |  |  |

Table ‑ Backlog table

# Management Plan

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

## Skills

## Quality

## Information

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Project plan | Project report | Greeting  System | Final presentation |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Table ‑ Information overview

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

## Time

## Organization

# Appendices

## Appendix A: Project planning

## Appendix B: Technical Aspect

|  |  |  |  |
| --- | --- | --- | --- |
| Front-End | Back-end | Server | Database |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Table ‑ Technical specification

## Appendix C: Functional Aspect