Document History

# Revisions

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# Distribution

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| Version | Delivery Date | Mentor’s Name | Job Title |
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# 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 published 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

Ellya Aisyah is the formal client of this project. She is a web developer at GameHouse.

## Project leader

## 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. And 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

## Project Product

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

### Deliverables

* Project Plan.
* Presentation.

### Non-Deliverables

## Project Constraints

## Project Risks

|  |  |  |  |
| --- | --- | --- | --- |
| Problem | Mitigation | Impact | Prevention |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Table ‑ Project risks

# Project Phasing

## Description

## Milestones

## Backlog

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| No. | User Stories | Amount Efforts | Estimated Time | | |
| Total Hours | Weeks | Days |
| 1 | Project Plan |  |  |  |  |
| 2 |  |  |  |  |  |
| 3 |  |  |  |  |  |
| 4 |  |  |  |  |  |
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| 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 |
|  |  |  |  |  |
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|  |  |  |  |  |

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 |
|  |  |  |  |
|  |  |  |  |
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Table ‑ Technical specification

## Appendix C: Functional Aspect