# Project plan

**Travel Advisor Web Application**

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**INTRODUCTION**

Purpose of Plan

The Travel Advisor Web Application plan will provide a definition of the project, including the project’s goals and objectives. Additionally the plan will serve as an agreement between the following parties: Project Manager, Product Owner, Project Team, and other personnel associated with and/or affected by the project.

The Project Plan defines the following:

* Project purpose.
* Business and project goals and objectives.
* Scope and expectations.
* Roles and responsibilities.
* Assumptions and constraints.
* Project management approach.
* Project budget.

**Goals and objectives**

Business Goals and Objectives

Our business strategy will revolve around the need to provide quality service to our target customers, in the process fully satisfying their needs. This shall be undertaken through choose a professional team to work on Travel Advisor Web App (TAWA),ensure the product quality, and provide our

customers with their favorite places based on their reviews to gain customers loyalty in addition to their trust.

Project Goals and Objectives

TAWA is a web application dedicated for anyone who likes to travel, and/or discovering new and different places.

The project goals and objectives are:

* Provide the top travel destinations for users based on their reviews.
* Facilitate the booking process by provide TAWA with availability of booking airlines through the website.
* Guiding users from the start to the end of the journey, with all information they need.

**Scope**

Scope Definition

This project will consist of creating a web application with the main

functionalities that help users and guest to choose their targeted countries and flights, and a rating system so users can send their feedback and share their experience.

Non-functional scope is **Performance** only.

The project will be completed by 25-5-2019.

The targeted machines are **PCs** only.

The targeted platform is **Microsoft Windows** only.

Items beyond Scope

* Other non-functional except **Performance**.
* Other machines except **PCs** (Ex: Mobile, Tablets, etc.).
* Mac OS, IPhone, Android platforms.

**Assumptions**

Project Assumptions

* A search page which will be used by admin, so he can search for a specific user to do one of his features which is “deletion”.
* The website will have users from type “Guest” who are not registered in the website.

**Constrains**

Project Constraints

The following represent known project constraints:

 Project scope isn’t clear due to the lack of communication with customer.

 The schedule may be affected due to the other projects and learning courses the team has.

 A given product might be quickly and inexpensively but the quality will suffer.

 The Customer determine (Java) technology for the

project …. The team needs a training on it.

 The team shall deliver the following deliverables by Friday 3-5-2019

* + - * Project Plan.
      * Project Schedule.
      * CM Document.
      * Risks Sheet.
      * Issues Sheet.
      * System Requirement Specification (SRS).
      * Requirement Traceability Matrix (RTM).
      * Software Interactive Questionnaire (SIQ).
      * Peer Review Sheet (PR Sheet).

Related Projects

MSN Travel Agency Project

Critical Project Barriers

* Low experience in practical work.
* Lack of knowledge in project managements.

**Project Management Approach**

Project Roles and Responsibilities

|  |  |  |
| --- | --- | --- |
| **Role** | **Responsibilities** | **Participant(s)** |
| Project Manager | 1. Manages project in accordance to the project plan. 2. Supervises consultants. 3. Provide overall project   direction.   1. Direct/lead team members   toward project objectives.   1. Handle problem resolution. 2. Manages the project budget. 3. Update the plan. 4. Manage Risks. | Nesma Bahgat |
| Scrum Master | 1. Ensure the process is followed. 2. Helps people improved. 3. Remove barriers. 4. Ensure progress is radiating. 5. Facilitate collaboration. 6. Support the team. 7. Build trust. 8. Support the team. 9. Helps runs stand ups, planning and reviews. |  |
| Product Owner | 1. Owns the product backlog. 2. Decides on release dates and content. 3. Prioritize backlog. 4. Can change feature and priority every iteration. | Eng. Marwan  Eng. Mohamed  Hassan |
| Delivery team | 1. Presents working software to customer community. | Mayson Magdy,  Asmaa Hamdy, Sara Sayed, Mahmoud Yasser,  Esraa Salah |

**Change Requests**

Change Requests

In case of the customer wants to add new feature/s to the system, there

Will be an analysis process to determine the priority of the new

feature, then the team will de-scope the feature/s which have the

lowest priority to maintain their efforts and milestone dates.