**Project Plan**

***Floriade App***



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| **Date : 15.02.2022** |
| **Version : 1.1** |
| **State : Draft** |
| **Author : Group 2** |

#### Version history

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| --- | --- | --- | --- | --- |
| **Version** | **Date** | **Author(s)** | **Changes** | **State** |
| 1.1 | 15.02.2022 | Group 2 | Initial project plan with information about the problem, the group, way of working, reserch methods, time spans, finances and risks | Draft |

**Distribution**

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| **Version** | **Date** | **Receivers** |
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**Project assignment**

**Context**

Floriade is a world horticultural exhibition that takes place in the Netherlands only once a decade. It is the 7th time that the exhibition is held in the Netherlands, this time at a beautiful location in Almere. Dutch horticulture brings the theme ‘Growing Green Cities’ to life in collaboration with national and international participant. The Dutch Footprint will be exhibited to the public at the Floriade. On the plan of the event there is a specified place that takes up an area of 5 hectares because that's how big the Dutch Footprint is. If it is divided fairly with the rest of the world, Dutch citizens would have to live on a smaller footing - 1.6 hectare. To convey this idea to the visitors of the Expo different methods will be used. One of them need to be a mobile app that informs the visitors, by a dynamic visualization, how big is the Dutch footprint and how big it should actually be. The visitors to the Floriade should be able to see an enormous virtual foot with their smartphone. This foot occupies an area of ​​5 hectares. The foot becomes smaller until it occupies an area of ​​1.6 hectare. Then it gets bigger again and that repeats. The footprint does have a fixed position on the Floriade that corresponds to the footprint as shown on the floor plan.



**Goal of the project**

The goal of this project is to help visitors of the Floriade exposition understand the concept of the Dutch footprint by 3D visualizations, real size object, interactive and nice design.

**Scope and preconditions**

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| --- | --- |
| **Inside scope:** | **Outside scope:** |
| 1. Mobile application | 1. User manual |
| 1. Project plan | 1. Access for frontline page |

**Strategy**

This project is going to be developed using Agile methodology dividing the time into 7 sprints of 1 weeks. This approach was chosen because it allows easy changes on the go and the risk of not delivering the needed/wanted application is minimized. Jira is going to be used to track tasks, plan and organize, as it is one of the best software planning tools for software engineering and testing.

First, the team is going to analyze the problem and the Floriade exposition. After getting to know the client and the problem, detailed documentation about the product will be created and all questions and ambiguities about the product will be discussed with the client and solved in the first week before the implementation has started. Some design prototypes will be created as well so that the team and the client will get a basic idea of what the product will look like and the client will be able to give their opinion on the design as well. Next, the team will start with implementation and fulfilling user stories from the backlog. Every sprint (1 weeks), the team will deliver updated working application and documentation. In this way, the client can follow the progress and give their feedback every sprint, which will help the team deliver an application that best serves the needs of the client.

**Research questions and methodology**

* Technology research:
* Design research:

**End products**

* Project plan with description of the product/problem, the team, the client, way of working, finances and risks, testing strategy and planning of the sprints
* User Requirements Specifications document with product backlog containing user stories with estimation, prioritization, acceptance criteria, and constraints
* Test plan with described test strategy and test cases
* Test report with results of the test plan
* Research reports
* Working mobile application with implemented user stories



**Project organisation**

**Stakeholders and team members**

|  |  |  |
| --- | --- | --- |
| **Name** | **Role and functions** | **Availability** |
| Bianca Onea | SCRUM team member | Online contact availability – everyday |
| Ana Niţu | SCRUM team member | Online contact availability – everyday |
| Stela Trencheva | SCRUM team member | Online contact availability – everyday |
| Vid Barbaro | SCRUM team member | Online contact availability – everyday |
| Matei Mitran | SCRUM team member | Online contact availability – everyday |

**Communication**

**Meetings:**

* Sprint planning

Sprint planning is an event in scrum that kicks off the sprint. The purpose of sprint planning is to define what can be delivered in the sprint and how that work will be achieved. Sprint planning is done in collaboration with the whole scrum team. The team is going to plan every spring on Monday – 13:00.

* Stand-up meeting.

The team is going to have daily stand-up meetings. The goal is to go over important tasks that have been finished, are in progress, or are about to be started.

* Sprint review

Sprint Review meeting is carried out once the Sprint has been done. It is meant to inspect the Increment and adapt the Product Backlog if necessary. When the Sprint Review meeting is taking place, the Scrum team and stakeholders evaluate what has been done during the Sprint. The team is going to have a spring review every Friday at 15:00.

* Sprint retrospective

The sprint retrospective is a recurring meeting held at the end of a sprint used to discuss what went well during the previous sprint cycle and what can be improved for the next sprint. The Agile sprint retrospective is an essential part of the Scrum framework for developing, delivering, and managing complex projects. The team is going to have a spring review every Friday at 15:30.

* Tutor meetings

Two or more times every week, the team will meet the tutors and disscuss the progress.

**Activities and time plan**

**Phases of the project**

The main phases of the project are 3:

* Gathering information and creating needed documentation
* Implementation of the product
* System testing of the product

**Time plan and milestones**

The Floriade exhibition will open its doors to visitors on 14.04.2022. However, the project should be ready earlier so that there is enough time for testing and fixing of problems. The deadline for implementation is 01.04.2022. The week after that will be used for testing on location and with users. The project will be completely finished by 08.04.2022.

The project will be developed in seven sprints of one weeks each. Even though there are three main phases of the project, each sprint they are going to be applied in some way. The documentation will be updated, new features will be implemented and at the end of the sprint the application with the added features will be tested.

Planning of each sprint will be done before the sprint starts and the goals of the sprint will be described in the project plan. However, the reproduction tasks will be updated in Jira. At the end of each sprint, the outcomes will be described in the project plan.

**Finances and risks**

**Project budget**

Time budget is 40 hours per person per sprint.

The project will be executed in 7 sprint (1 sprint = 1 week)

This results in 280 hours in total for the whole project per person.

This results in 1400 hours of work for the entire team for the whole project

No specific other budget is planned for the project.

**Risks and mitigations**

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| --- | --- | --- |
| **Risk** | **Prevention activities** | **Mitigation activities** |
| 1. Not all members are available for an onsite meeting | In that case the group has several ways for online communication (via MS Teams, Discord, WhatsApp, etc.) | The onsite meetings are arranged in advanced so that all members are (ideally) present. |
| 1. Project team misunderstands requirements | Referring back to the plan frequently will prevent most of this risk. | By setting up this project plan with all required details all parties can know exactly what is required. |
| 1. Users have inaccurate expectations | When miscommunication about the level of detail, or the actual product occurs we should ask for clarification. | Between student and teacher clear discussion about the quality and expectations should be discussed. |
| 1. Project team lack structure to complete work | It can happen that some of the work is not delivered, however the whole project group is held accountable. | The team as a whole is responsible for all deliverables. |
| 1. Failure to follow methodology | Not following the method described in the project plan will cause misinformation and delays. | Frequently referring back to the planning in the project plan will help prevent this. |
| 1. Lack of management or control | Every project has a management or some form of control to run the project  smoothly. | Regular meeting with the teachers will help the team prevent this problem |