Fontys Hogescholen

Project Plan

Semester 3 Software Project

Group I
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Document Change Record

Date	*Version*	*Author*	*Comments*
05-10-2021	1.0	Joan Kratanov	Initial draft of the project plan
20-10-2021	2.0	Arend Luppens	

Definitions, Acronyms and Abbreviations

Term	*Description*

Table of Contents

1. Introduction

1.1 Document Purpose

This is a project plan document regarding the group project in the third semester of the software engineering program in Fontys University of Applied Sciences. The document will cover information about the web application in question and some of its expected functionalities.

1.2 Document Overview

2. Client

2.1 Flip Wetzer and Ronald Limborgh

3. Current Situation

Fontys University of Applied Sciences is a Dutch university with campuses in three different cities in the Netherlands. The campus mainly focused on technology is situated in Eindhoven, the BrainPort region. It has a lot of students and teachers and each one of them has different interests, skills, and ambitions. Like every other university, especially the ones regarding technology and software, Fontys aims to improve their platform whether it would be by deploying new products or by ensuring that existing products are easily accessible and can be very helpful to all the people in the university.

4. Problem Description

During their time in the university, every student who attends Fontys has to develop and complete a bunch of different projects depending on what topic they have chosen to study. These projects play a crucial role in the development of the students' professional skills.

The issue is that people who study and work at Fontys do not have a way of creating a portfolio based off of their achievements and projects in the university without relying on an external source like LinkedIn.

5. Project Goal

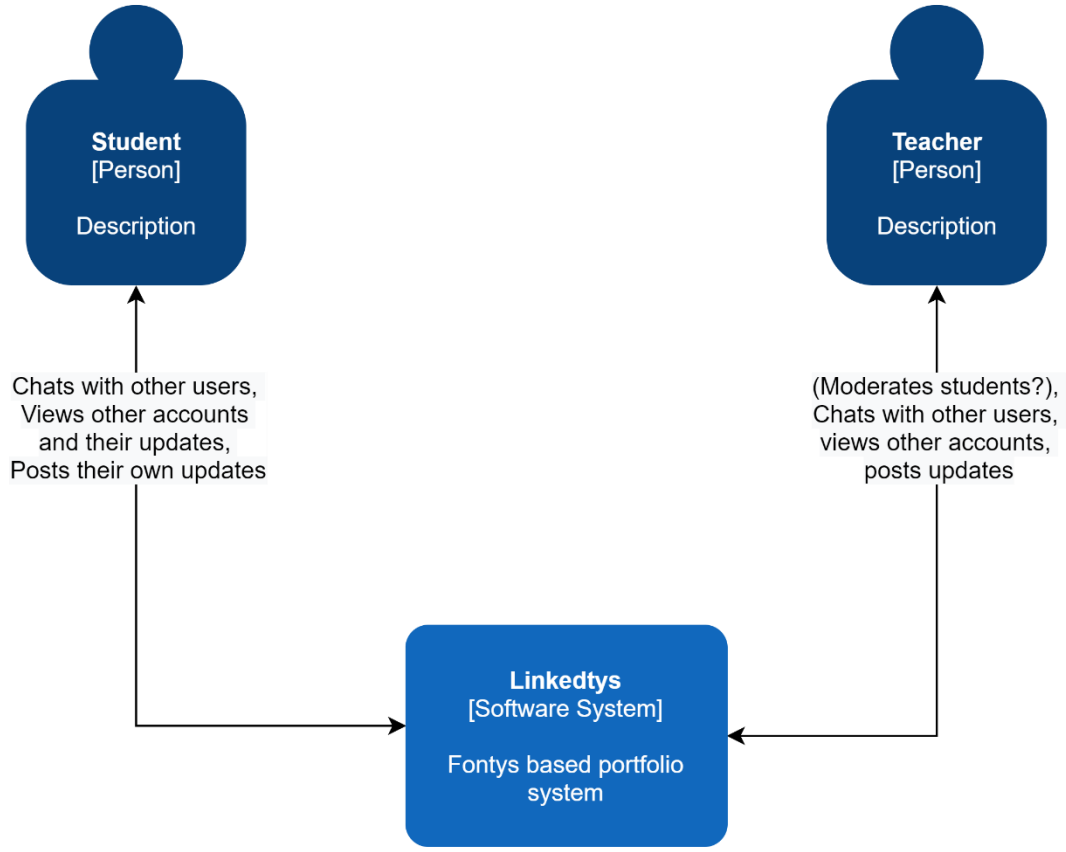
The goal of this project is to create a portfolio web application that can help people in Fontys with creating a fully customized portfolio based on project they want to include and information they want to share with potential employers.

6. Deliverables

7. Non-Deliverables

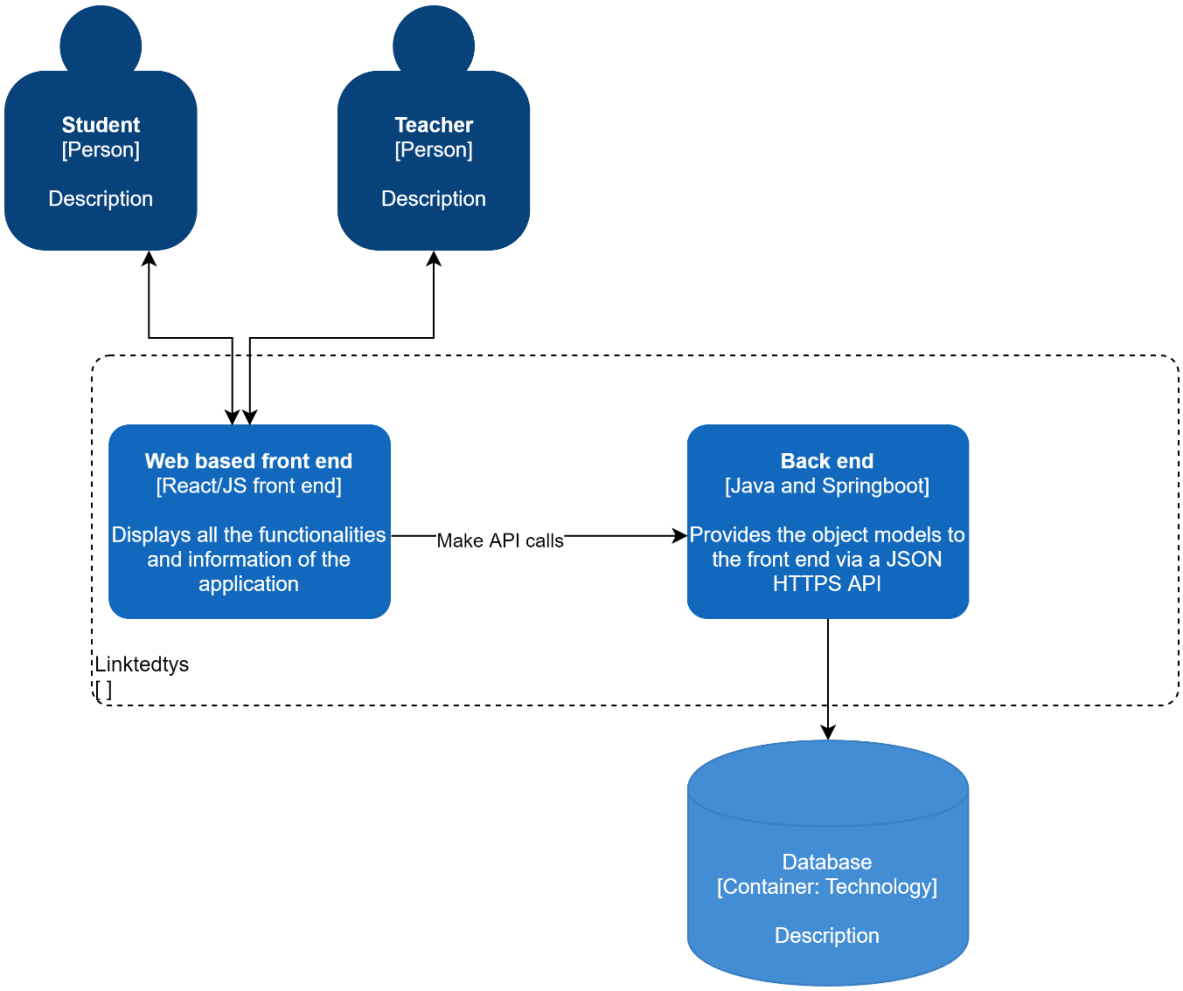
7.1 C4 – diagrams

7.1.1 C1-System context



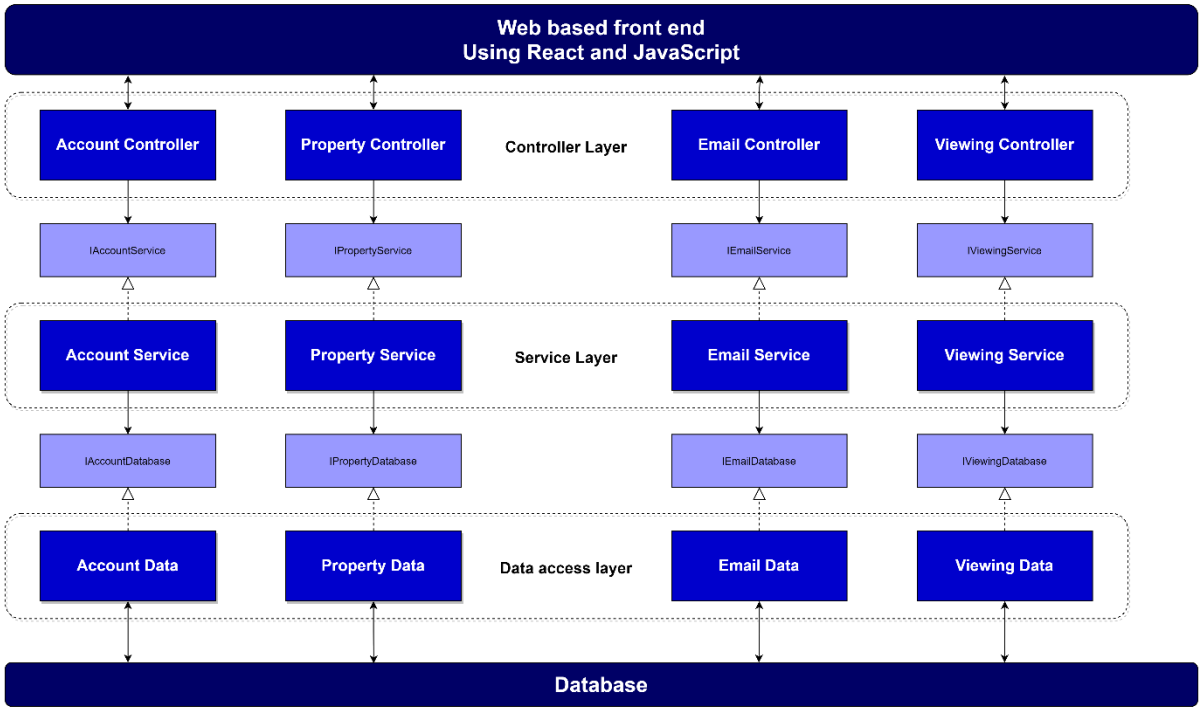
Level 1 Systeem Context:	**Explanation:**
Student (Person)	Chats with other users, views other accounts and their updates and posts their own updates.
Teacher (Person)	Chats with other users, views other accounts and posts updates.
Linkedtys (System)	The software system does not use any external systems to communicate with.

7.1.2 C2-Containers:



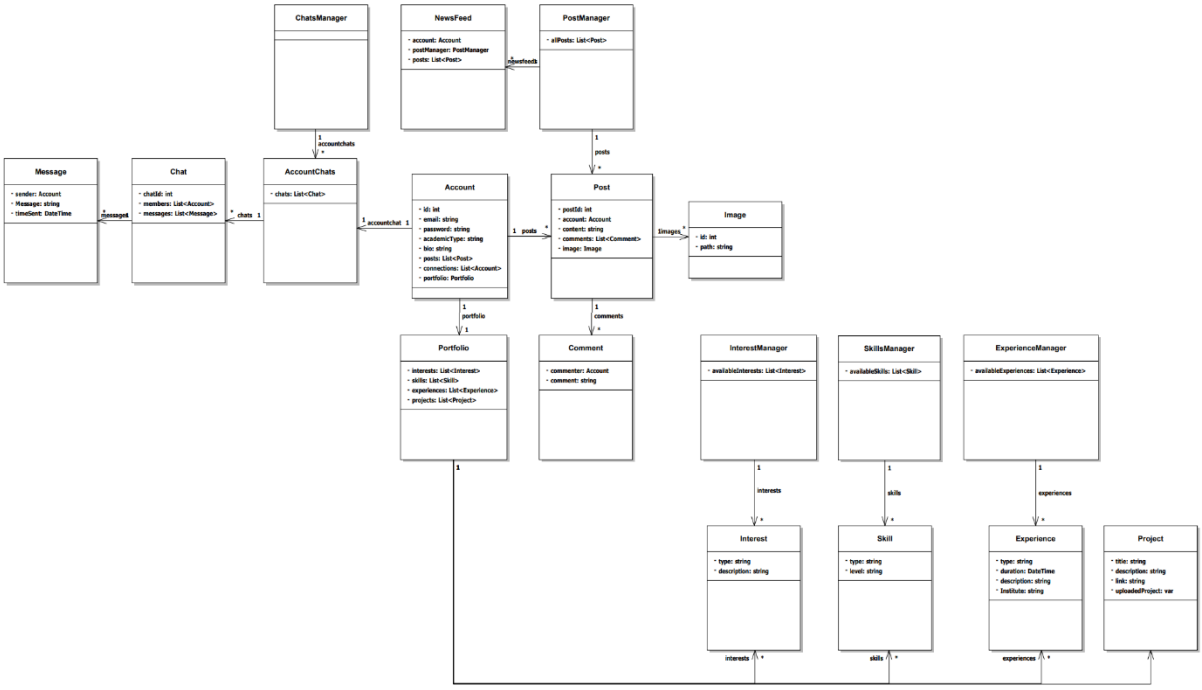
Level 2 Containers:	**Explanation:**
Web based front-end	Here everything is displayed what the user requested
Backend	The backend sends the data requested by the front-end and retrieves it from the database.
Database	All data is stored in the database that can eventually be displayed in the front-end if the user asks for it.

7.1.3 C3-Components:



Level 3 Componenten:	**Explanation:**
Controller layer	At the controller layer, the API calls are sent and received.
Service layer	At this layer, the data coming from the data layer is sent to the controller and vice versa.
Data access layer	At this layer, a connection is made to the database and the data is retrieved from the database.
Interface layer	The interfaces between the different layers are there to ensure that the different layers do not know each other. This makes them interchangeable.

7.1.4 C4-Code: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NewsFeed
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- postManager: PostManager
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PostManager
- allPosts: List<Post>
newsfeeds
accountchats
posts
Message
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AccountChats
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images
portfolio
comments
Portfolio
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8. Testing strategy and configuration management

8.1 Testing strategy

9. Constraints

While the period of time provided to us create a fully functioning web application is not a lot, we are going to make the most of our time and implement as many features as possible.

The key to making everything as cost efficient as possible for the team will be to use as little money as we can while still striving for a refined well-developed product.

Our team will be using a basic programing tool (IntelliJ) which is free to use. No third-party subscriptions will be required meaning that the end product can be implemented for no additional fees.

The web application will be developed using Java and React and.

10. Phasing

This project will be executed following the Agile methodology. It will be divided in five different four-week sprints and after each one the team will conduct a meeting with the client to present to them the progress that has been made and to get feedback.

11. Time Commitment

Task	Sprint	Start date	Finish date	Hours
1 User Interface Wireframe	1	21-09-2021	05-10-2021	25
2 User Stories Creation	1	21-09-2021	05-10-2021	10
3 Data Model	1	21-09-2021	05-10-2021	5
4 Additional Documentation (Presentation, Project Plan, etc.)	1	28-09-2021	05-10-2021	5