

PROJECT PLAN

“Cinema_Now”

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1.Introduction

For the third semester of the English Stream ICT & Software Engineering, it is required to create an individual task. This task will be done to show corresponding learning outcomes of this semester are fulfilled. The idea of creating a web application for a cinema came as an idea. The application will be used by customers to buy tickets, which will be saved into their account, for movies. The tickets will be generated a QR code which will be scanned when entering the cinema.

2.Project Statement

2.1. Client

The clients of the project are **Tim Kurvers** and **Frenk Reemer**, teachers at Fontys University of Applied Sciences.

3. Project Objectives

3.1. Project Approach

The development of the application will take place in 6 sprints of 3 weeks. Each sprint work on a specific task will be done as told in the assignment. At the end of the sprints, the product will be shown to the client and the final moment of assessment will take place.

More details related to what each spring consists of can be found at chapter 4.

3.2. Project Deliverables

Documentation:

- Project Plan
- Performance Report
- Security Report

- Design Document
- User Stories
- Final Report
- Reading Guide

Application:

- Web-based application
- JavaScript based front-end
- API with databased back-end

3.3. Project Goal

The goal of the project is to create a full-stack web application for customers to buy tickets with which they can go watch a movie and for admins it will be easier to keep track of the expenses.

4. Project Phasing

The project is split into 6 sprints. In each sprint, different deliverables will be delivered, having a close contact with the stakeholders and weekly updates will be sent for feedback.

- Sprint 1

During this sprint, the planning for the project will be finished, a start of the Restful API will be added and continuous integration with git should be prepared.

- Sprint 2

The 1st version of the design document and prototype should be finished. The design document must be including high level architecture, C4 architecture diagrams, design decisions and UML class diagram. With the prototype, a front-end & back-end connectivity should be added.

- Sprint 3

During sprint 3, the 2nd prototype iteration will be delivered. This will include connectivity with back-end database and unit-tests. In addition, the design document will be updated, including a reason for the back-end system and quality assurance metrics.

- Sprint 4

The 1st release version of application should be delivered, demonstrating authentication/authorization, UX feedback report, SonarQube screenshot/report pre-post and 3rd version of the design document.

- Sprint 5

During sprint 5, the project will come to an end. The second release version and the final design document will be submitted. This release version will demonstrate a fully operating CI/CD pipeline. The product and sprint backlogs will be up to date.

- Sprint 6

Sprint 6 is the last phase of the project. Until the deadline, everything should be finished, and the application will be completely done. A final report and release including docker integration will be submitted. A reading guide, all feedback received, and all documentation and work done for this project will be submitted so that teachers can grade the final product as good as possible.

5. Test Strategy

Unit testing is going to be used in this project as testing strategy. It has been chosen as it is an easy way to test all important functions and to see whether they have passed or not.