



PROJECT PLAN

S5-2023

by: **DENISA
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for: **BERARIA H**
ROMANIA, BUCHAREST
<https://berariah.ro/en>

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PROJECT ASSIGNMENT

CONTEXT

INTRODUCTION

BERARIA H IS A PROMINENT BREWERY AND RESTAURANT SITUATED IN BUCHAREST, ROMANIA, AND IS RENOWNED AS THE LARGEST RESTAURANT IN THE COUNTRY. IT IS CELEBRATED FOR ITS LIVELY ATMOSPHERE, AN EXTENSIVE SELECTION OF BEERS, AND A DIVERSE RANGE OF DELECTABLE FOOD OPTIONS. THE ESTABLISHMENT BOASTS A DIVERSE CLIENTELE, INCLUDING BOTH LOCALS AND TOURISTS, WHO FREQUENT THE VENUE TO ENJOY A RELAXED DINING EXPERIENCE WITH FRIENDS AND FAMILY. AS PART OF MY INTERNSHIP, I AM EXCITED TO COLLABORATE WITH BERARIA H AND CONTRIBUTE TO ENHANCING THEIR ONLINE PRESENCE THROUGH WEB AND SOCIAL MEDIA PLATFORMS.

ACTIVITIES AND PROCESSES

BREWERY, RESTAURANT, AND ENTERTAINMENT CENTER ALL OPERATE UNDER BERARIA H. THE RESTAURANT IS RENOWNED FOR ITS VAST BEER SELECTION, WHICH IS PRODUCED BOTH INTERNALLY AND IN PARTNERSHIP WITH PROMINENT BREWERIES. THE RESTAURANT OFFERS A VARIED MENU THAT INCLUDES BOTH FOREIGN AND REGIONAL FOOD, GIVING CUSTOMERS A FULL DINING EXPERIENCE. IN ADDITION, BERARIA H PROVIDES A RANGE OF LIVE EVENTS LIKE CONCERTS, PERFORMANCES, AND THEMED PARTIES THAT ARE ALL INTENDED TO GIVE ITS VISITORS A FUN AND INTERESTING TIME.

PROJECT ASSIGNMENT

CONTEXT

RECENT DEVELOPMENTS

BERARIA H HAS UNDERGONE CONSIDERABLE CHANGES RECENTLY BY EMBRACING DIGITAL TECHNOLOGIES TO IMPROVE ITS OPERATIONS AND ESTABLISH STRONGER CONNECTIONS WITH ITS CLIENTELE. THE BUSINESS RECOGNIZES THE GROWING IMPORTANCE OF UTILIZING TECHNOLOGY TO IMPROVE CUSTOMER EXPERIENCES, SAVE ON EVENT MANAGEMENT PROCEDURES, AND BROADEN ITS REACH.

IN CONSIDERATION OF THESE DEVELOPMENTS, BERARIA H HAS REVEALED A STRONG DESIRE TO ENTER THE WORLD OF MOBILE APPS AND EVENT PLANNING. THE BUSINESS HOPES TO DEVELOP A THOROUGH EVENT SCHEDULING WEB APPLICATION THAT IS SUITED TO THE TASTES OF ITS AUDIENCE BY UTILIZING THE CAPABILITIES OF MOBILE TECHNOLOGY. THIS APP IS INTENDED TO SERVE AS A CENTRAL HUB WHERE USERS CAN EASILY BROWSE UPCOMING LIVE PERFORMANCES SUCH AS STAND-UP COMEDY PERFORMANCES, CONCERTS, AND OTHER LIVE EVENTS.

USERS WILL FIND THE PROCEDURE EASIER AND WILL HAVE A MORE CONVENIENT WAY TO GET TICKETS FOR THEIR FAVORITE EVENTS THANKS TO THE INTEGRATION OF TICKET PURCHASING FEATURES WITHIN THE APP. ADDITIONALLY, THE APP WILL PROVIDE REAL-TIME NOTIFICATIONS FOR RECENTLY ANNOUNCED EVENTS TO KEEP USERS INFORMED OF THE MOST RECENT OPPORTUNITY TO EXPLORE THE EXCITING WORLD OF BERARIA H. THE

PROJECT ASSIGNMENT

CONTEXT

COMPANY'S DEDICATION TO STAYING AT THE CUTTING EDGE OF TECHNOLOGY AND BOOSTING CLIENT INVOLVEMENT IN A MARKET THAT IS ALWAYS CHANGING IS SUPPORTED BY THIS INNOVATIVE STRATEGY.

GOAL OF THE PROJECT

PROJECT GOAL

THE MAIN GOAL OF THIS PROJECT IS TO CREATE AN INTUITIVE AND COMPLETE SCHEDULING APP THAT SMOOTHLY COMBINES ELEMENTS FOR EVENT MANAGEMENT, TICKET SALES, AND PERSONALIZED ENGAGEMENT. THE MAIN OBJECTIVE IS TO IMPROVE BERARIA H'S CLIENTS' OVERALL EXPERIENCE WHILE STREAMLINING EVENT MANAGEMENT OPERATIONAL PROCEDURES.

PROBLEM DESCRIPTION & OPPORTUNITY

LIMITED ACCESS TO EVENT INFORMATION

PROBLEM: ATTENDEES CURRENTLY ACCESS EVENT INFORMATION THROUGH EXTERNAL TICKETING PLATFORMS OR THE VENUE'S WEBSITE, RESULTING IN A DISJOINTED USER EXPERIENCE.

OPPORTUNITY: USERS WILL HAVE ACCESS TO EXTENSIVE AND CURRENT

PROJECT ASSIGNMENT

GOAL OF THE PROJECT

PROBLEM DESCRIPTION & OPPORTUNITY

EVENT INFORMATION THROUGH THE APP'S PLATFORM. THIS CONSOLIDATED STRATEGY GUARANTEES QUICK ACCESS TO ACCURATE AND RELEVANT EVENT INFORMATION.

DESIRED RESULTS AND VALUE FOR THE ORGANIZATION

EVENT SCHEDULER APP

DESIRED RESULT: AN EASY-TO-USE APP THAT ENABLES CUSTOMERS TO BROWSE, ACCESS THOROUGH EVENT INFORMATION, AND EASILY BUY TICKETS FROM THEIR MOBILE DEVICES.

VALUE: ENHANCED CONSUMER COMFORT AND SATISFACTION RESULT IN HIGHER TICKET SALES.

STREAMLINED EVENT MANAGEMENT

DESIRED RESULT: A PRODUCTIVE SYSTEM FOR MANAGING EVENTS, INCLUDING SCHEDULING, ADVERTISING, AND TICKET SALES.

VALUE: BETTER EVENT PREPARATION AND EXECUTION.

PROJECT ASSIGNMENT

GOAL OF THE PROJECT

DESIRED RESULTS AND VALUE FOR THE ORGANIZATION

IMPROVED USER ENGAGEMENT AND SATISFACTION

DESIRED RESULT: CUSTOMISED NOTIFICATIONS, EVENT SUGGESTIONS

VALUE: INCREASED CONSUMER LOYALTY AND SATISFACTION, WHICH ENCOURAGES REPEAT BUSINESS.

EXPANDED REACH AND AUDIENCE GROWTH

DESIRED RESULT: THE APP'S ACCESSIBILITY ON THE MAIN MOBILE PLATFORMS, WHICH OFFERS A USER-FRIENDLY LAYOUT AND EASY TICKET PURCHASING.

VALUE: EXPANDED AUDIENCE REACH, ACQUISITION OF NEW CLIENTS, AND AN INCREASE IN EVENT ATTENDANCE.

PROJECT ASSIGNMENT

THE ASSIGNMENT

ASSIGNMENT DEFINITION

THE TASK IS TO DEVELOP AN EVENT SCHEDULING APP FOR BERARIA H WHILE KEEPING TO MINIMAL QUALITY STANDARDS AND SPECIFIC CLIENT NEEDS. THE FOLLOWING ARE THE CLIENT'S PROJECT REQUIREMENTS:

CLIENT REQUIREMENTS AT THE START OF THE PROJECT:

- CREATE AN APP THAT SCHEDULES EVENTS FOR BERARIA H.
- ALLOW CUSTOMERS TO BROWSE UPCOMING LIVE PERFORMANCES SUCH AS STAND-UP COMEDY EVENTS AND CONCERTS.
- DESCRIBE THE EVENT IN FULL.
- MAKE IT POSSIBLE TO BUY TICKETS THROUGH THE APP.
- IMPLEMENT A SYSTEM OF NOTIFICATIONS.
- PERMIT USERS TO EDIT THE DETAILS OF THEIR EVENT CALENDARS.
- MAKE SURE BOTH IOS AND ANDROID ARE ACCESSIBLE ACROSS PLATFORMS.

MINIMUM QUALITY REQUIREMENTS FOR THE END RESULT:

- USER-FRIENDLY AND INTUITIVE INTERFACE.
- RESPONSIVE DESIGN.
- COMPATIBILITY WITH IOS AND ANDROID PLATFORMS.
- EFFICIENT EVENT COORDINATION AND MANAGEMENT.

PROJECT ASSIGNMENT

THE ASSIGNMENT

ASSIGNMENT DEFINITION

MINIMUM QUALITY REQUIREMENTS FOR THE END RESULT:

- SMOOTH TICKET PURCHASING AND VALIDATION PROCESSES.
- ENHANCED USER ENGAGEMENT THROUGH PUSH NOTIFICATIONS AND PERSONALIZED RECOMMENDATIONS.
- PERFORMANCE OPTIMIZATION.
- SCALABILITY AND COMPATIBILITY ACROSS DIFFERENT MOBILE DEVICES.

PROJECT ASSIGNMENT

SCOPE

The project includes:	The project does not include:	The project might include:
Development of an event scheduler app for Beraria H, including features for browsing events, viewing details, purchasing tickets, receiving notifications, and personalizing event calendars.	The actual organization and hosting of live events, including event planning, artist bookings, and on-site management, are outside the project's scope and remain Beraria H's responsibility.	Design and implementation of the app's database schema, defining data structures for events, users, ticket purchases, and user preferences.
Creation of a user-friendly and responsive user interface (UI) design for the app, encompassing visual layout, navigation flow, and interactive elements.	In-depth marketing and promotion of events or the app itself, such as social media advertising and content creation, are not part of the project's responsibilities.	Development of the app's backend server, including APIs, authentication, data storage, and business logic.
Design the upcoming events' posters for web and social media platforms in Adobe Photoshop and Adobe Illustrator	Any legal or regulatory compliance specific to ticketing, such as adherence to local or national ticketing laws, is not covered and remains Beraria H's responsibility.	Evaluation of suitable technologies and tools for the app's development, such as React, HTML, CSS, JavaScript, C#, .NET, Redux, ASP.NETCore, Figma, Sketch, SQLite, and Stripe integration for ticketing.
Research activities to understand user needs, preferences, and behaviors, as well as the internal processes and workflows of Beraria H related to event management.	Any modifications or changes to Beraria H's existing branding and identity, unrelated to the app's UI design, are not part of the project scope.	

PROJECT ASSIGNMENT

CONDITIONS

ACCESS TO NECESSARY DEVELOPMENT TOOLS AND TECHNOLOGIES:

THE PROJECT TEAM SHOULD HAVE ACCESS TO THE REQUIRED DEVELOPMENT TOOLS AND TECHNOLOGIES, SUCH AS DESIGN SOFTWARE (E.G. ADOBE XD, ADOBE PHOTOSHOP, ADOBE ILLUSTRATOR)

THE ACCEPTANCE OF FOCUSING ON THE RESEARCH:

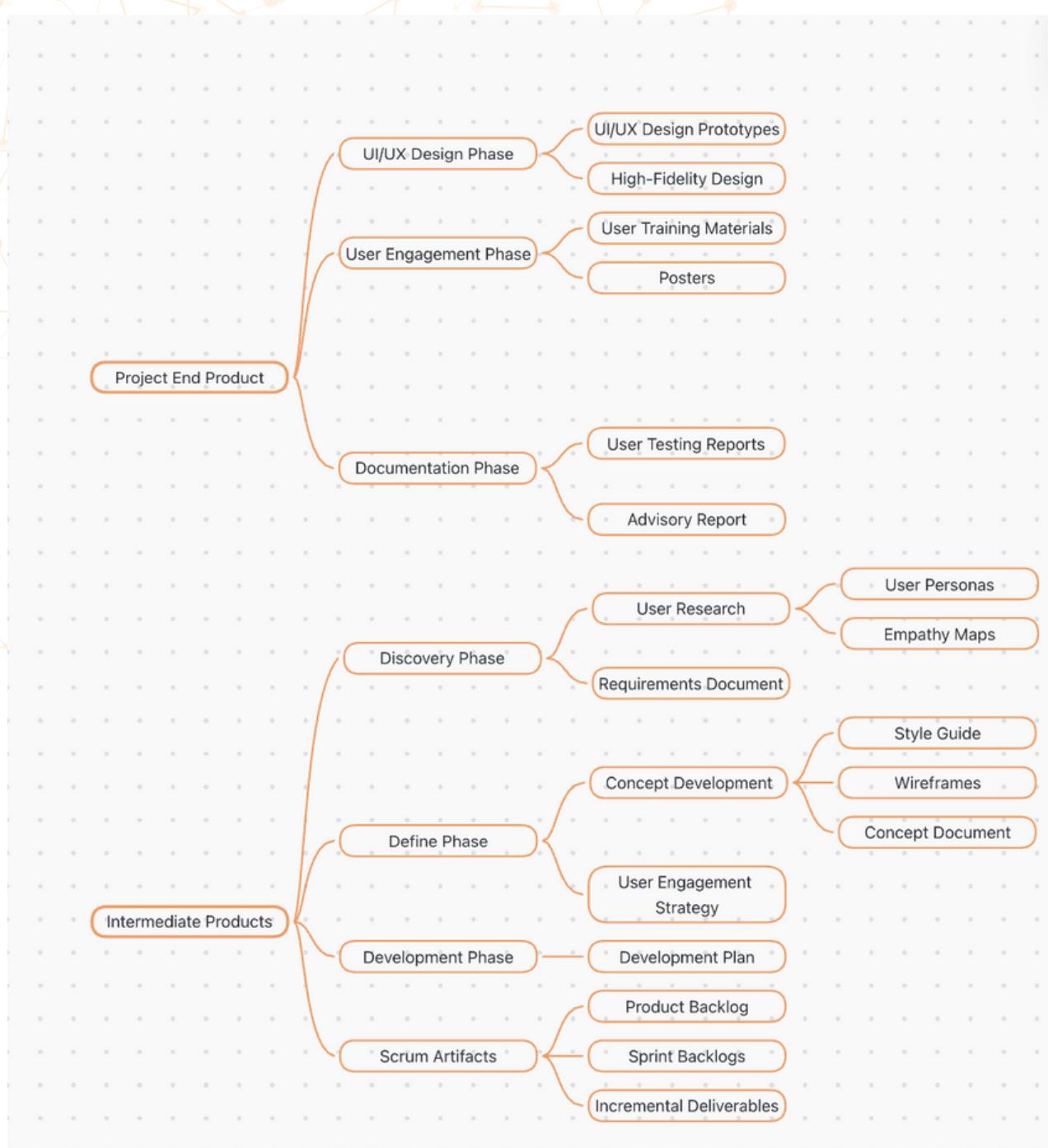
- BEARARIA H IS AWARE THAT THIS PROJECT IS MAINLY FOCUSED ON RESEARCH, RATHER THAN A COMPLETE FUNCTIONALITY, SUCH AS THE BACK-END

OPENNESS TO IMPLEMENT RESEARCH FINDINGS

BERARIA H SHOULD BE RECEPTIVE TO IMPLEMENTING RESEARCH FINDINGS AND RECOMMENDATIONS INTO THE APP'S DEVELOPMENT, DESIGN, AND OVERALL STRATEGY.

PROJECT ASSIGNMENT

FINISHED PRODUCTS



PROJECT ASSIGNMENT

RESEARCH QUESTIONS

MAIN RESEARCH QUESTION

HOW CAN THE DEVELOPMENT OF AN EVENT SCHEDULER APP ENHANCE EVENT MANAGEMENT, USER ENGAGEMENT, AND OPERATIONAL EFFICIENCY FOR BERARIA H?

SUB-RESEARCH QUESTIONS:

- WHAT ARE THE KEY FEATURES AND FUNCTIONALITIES REQUIRED FOR AN EFFECTIVE EVENT SCHEDULER APP?
- HOW CAN THE APP FACILITATE SEAMLESS EVENT COORDINATION AND MANAGEMENT PROCESSES?
- WHAT STRATEGIES CAN BE IMPLEMENTED TO PERSONALIZE USER ENGAGEMENT AND ENHANCE USER SATISFACTION?
- WHAT ARE THE BEST PRACTICES FOR INTEGRATING TICKETING SERVICES INTO THE APP, ENSURING SECURE AND EFFICIENT TICKET PURCHASING?
- HOW CAN THE APP LEVERAGE PUSH NOTIFICATIONS AND PERSONALIZED RECOMMENDATIONS TO INCREASE USER ENGAGEMENT AND EVENT ATTENDANCE?
- WHAT ARE THE DESIGN PRINCIPLES AND USER EXPERIENCE CONSIDERATIONS THAT SHOULD BE APPLIED TO CREATE AN INTUITIVE AND USER-FRIENDLY APP INTERFACE?
- HOW CAN THE APP BE OPTIMIZED FOR PERFORMANCE, SCALABILITY, AND COMPATIBILITY ACROSS DIFFERENT MOBILE PLATFORMS?
- WHAT ARE THE POTENTIAL CHALLENGES AND CONSIDERATIONS IN TERMS OF DATA PRIVACY AND SECURITY WHEN HANDLING USER DATA AND TICKETING INFORMATION WITHIN THE APP?

APPROACH AND PLANNING

APPROACH

APPROACH:

FOR THIS PROJECT, I WILL EMPLOY A DUAL METHODOLOGY, COMBINING THE SCRUM FRAMEWORK FOR THE DEVELOPMENT PHASE AND THE DOUBLE DIAMOND DESIGN APPROACH FOR THE PROBLEM DEFINITION AND DESIGN PHASES.

SCRUM FRAMEWORK (DEVELOPMENT PHASE):

- **SPRINTS:** I WILL ORGANIZE THE DEVELOPMENT PHASE INTO SPRINTS, WITH EACH SPRINT TYPICALLY LASTING 4 WEEKS.
- **SPRINT PLANNING:** AT THE BEGINNING OF EACH SPRINT, I WILL CONDUCT SPRINT PLANNING SESSIONS TO DEFINE THE SCOPE AND SET SPRINT GOALS.
- **RETROSPECTIVES:** AFTER EACH SPRINT, RETROSPECTIVES WILL BE HELD TO IDENTIFY AREAS FOR IMPROVEMENT.

DOUBLE DIAMOND DESIGN APPROACH (PROBLEM DEFINITION AND DESIGN PHASES):

- **DISCOVER PHASE:** DURING THE DISCOVER PHASE, I WILL FOLLOW THE DOUBLE DIAMOND APPROACH, WHICH INVOLVES:
 - **DEBRIEFING:** GATHERING INITIAL INFORMATION ABOUT THE PROJECT.
 - **PEER REVIEW:** SEEKING INPUT AND FEEDBACK FROM PEERS.
 - **BRAINSTORMING:** GENERATING IDEAS AND CONCEPTS.
 - **LIBRARY RESEARCH:** CONDUCTING RESEARCH TO GATHER INSIGHTS.
 - **EMPATHY MAPS:** CREATING EMPATHY MAPS TO UNDERSTAND USER NEEDS.
 - **COMPETITOR ANALYSIS:** ANALYZING COMPETITORS IN THE MARKET.

APPROACH AND PLANNING

APPROACH

DOUBLE DIAMOND DESIGN APPROACH (PROBLEM DEFINITION AND DESIGN PHASES):

- **DEFINE PHASE:** IN THE DEFINE PHASE, I WILL:
 - **CONDUCT INTERVIEWS:** ENGAGING WITH STAKEHOLDERS AND POTENTIAL USERS.
 - **ADMINISTER UNMODERATED SURVEYS:** GATHERING QUANTITATIVE DATA.
 - **CREATE PERSONAS:** DEVELOPING USER PERSONAS.
 - **DEFINE DESIGN CHALLENGES:** IDENTIFYING DESIGN CHALLENGES TO BE ADDRESSED.
- **DEVELOP PHASE:** FOLLOWING THE DOUBLE DIAMOND APPROACH, I WILL:
 - **FORMULATE "HOW MIGHT WE" (HMW) QUESTIONS AND POINTS OF VIEW (POV).**
 - **USE BRAINSTORMING TECHNIQUES:** GENERATING CREATIVE SOLUTIONS.
 - **WRITE USER STORIES:** DEFINING THE FUNCTIONALITY AND FEATURES.
- **DELIVER PHASE:** IN THIS PHASE, I WILL:
 - **DEFINE THE DEFINITION OF DONE (DOD) CRITERIA.**
 - **CREATE A STYLE GUIDE:** ESTABLISHING DESIGN PRINCIPLES.
 - **PREPARE A CONCEPT DOCUMENT:** OUTLINING THE APP'S CONCEPT AND VISION.

APPROACH AND PLANNING

RESEARCH METHODS

RESEARCH QUESTION 1:

HOW CAN THE DEVELOPMENT OF AN EVENT SCHEDULER APP ENHANCE EVENT MANAGEMENT, USER ENGAGEMENT, AND OPERATIONAL EFFICIENCY FOR BERARIA H?

RESEARCH METHOD:

- SURVEYS: ADMINISTER SURVEYS TO BERARIA H CUSTOMERS TO GATHER INSIGHTS ON THEIR EVENT-RELATED PREFERENCES AND PAIN POINTS.
- COMPETITOR ANALYSIS: ANALYZE COMPETITORS' EVENT SCHEDULER APPS TO IDENTIFY BEST PRACTICES AND AREAS OF IMPROVEMENT.

RESEARCH QUESTION 2:

WHAT ARE THE KEY FEATURES AND FUNCTIONALITIES REQUIRED FOR AN EFFECTIVE EVENT SCHEDULER APP?

RESEARCH METHOD:

- BRAINSTORMING SESSIONS: ORGANIZE BRAINSTORMING SESSIONS WITH THE PROJECT TEAM TO GENERATE IDEAS FOR APP FEATURES AND FUNCTIONALITIES.
- USER FEEDBACK: COLLECT FEEDBACK FROM POTENTIAL USERS THROUGH SURVEYS AND INTERVIEWS TO UNDERSTAND THEIR EXPECTATIONS AND NEEDS.
- LIBRARY RESEARCH: CONDUCT RESEARCH ON CURRENT MARKET TRENDS AND USER EXPECTATIONS REGARDING EVENT SCHEDULER APPS.

APPROACH AND PLANNING

RESEARCH METHODS

RESEARCH QUESTION 3:

HOW CAN THE APP FACILITATE SEAMLESS EVENT COORDINATION AND MANAGEMENT PROCESSES?

RESEARCH METHOD:

- WORKFLOW ANALYSIS: ANALYZE THE WORKFLOW DATA TO IDENTIFY BOTTLENECKS AND AREAS FOR IMPROVEMENT.

RESEARCH QUESTION 4:

WHAT STRATEGIES CAN BE IMPLEMENTED TO PERSONALIZE USER ENGAGEMENT AND ENHANCE USER SATISFACTION?

RESEARCH METHOD:

- USER PERSONA DEVELOPMENT: CREATE USER PERSONAS BASED ON COLLECTED DATA TO BETTER UNDERSTAND USERS AND THEIR PREFERENCES.
- EMPATHY MAPPING: DEVELOP EMPATHY MAPS TO EMPATHIZE WITH USERS AND IDENTIFY PAIN POINTS.
- USER TESTING: CONDUCT USER TESTING WITH PROTOTYPES TO GATHER FEEDBACK AND REFINE USER ENGAGEMENT STRATEGIES.

RESEARCH QUESTION 5:

WHAT ARE THE DESIGN PRINCIPLES AND USER EXPERIENCE CONSIDERATIONS THAT SHOULD BE APPLIED TO CREATE AN INTUITIVE AND USER-FRIENDLY APP INTERFACE?

RESEARCH METHOD:

- USABILITY TESTING: CONDUCT USABILITY TESTING WITH POTENTIAL USERS TO EVALUATE THE APP'S INTERFACE.

APPROACH AND PLANNING

LEARNING OUTCOMES

PROFESSIONAL DUTIES:

MAINTAIN A DETAILED PROJECT COMMUNICATION LOG IN THE PORTFOLIO REPORT, SHOWING TIMELY RESPONSES, CLEAR COMMUNICATION, AND ETHICAL CONSIDERATIONS.

SITUATION-ORIENTATION:

DOCUMENT THE ANALYSIS OF THE COMPANY, MARKET RESEARCH FINDINGS, AND STAKEHOLDER ENGAGEMENT IN THE PORTFOLIO REPORT.

FUTURE-ORIENTED ORGANISATION:

DISCUSS THE PROJECT'S CONTRIBUTION TO THE ORGANIZATION'S FUTURE PLANS AND GROWTH IN THE ADVISORY REPORT.

INVESTIGATIVE PROBLEM SOLVING:

PRESENT RESEARCH REPORTS, COMPETITIVE ANALYSIS, USABILITY TESTING REPORTS, AND ACTIONABLE RECOMMENDATIONS IN THE PORTFOLIO REPORT.

PERSONAL LEADERSHIP:

MAINTAIN A PERSONAL DEVELOPMENT JOURNAL IN THE PORTFOLIO REPORT, HIGHLIGHTING LEADERSHIP ROLES AND AREAS OF PERSONAL GROWTH.

TARGETED INTERACTION:

INCLUDE RECORDS OF COMMUNICATION, STAKEHOLDER INTERVIEWS, AND USER FEEDBACK INTEGRATED INTO PROJECT DOCUMENTS

APPROACH AND PLANNING

BREAKDOWN OF THE PROJECT & TIME PLAN

ACCESS THE LINK FOR THE GANTT VIEW OF THE PROJECT.

[HTTPS://SHARING.CLICKUP.COM/9012053489/G/H/8CJJ1FH-432/87A036F5F9D89B1](https://sharing.clickup.com/9012053489/G/H/8CJJ1FH-432/87A036F5F9D89B1)

INSTRUCTIONS FOR USAGE:

- ON THE LEFT SIDE YOU WILL SEE THE SPRINTS AND EVERYTHING THEY CONTAIN AS A LIST. ON THE RIGHT ONE YOU WILL SEE THE GANTT VIEW THAT SHOWS THE TIMELINE
- FOR ACCESSING THE SUBTASKS OF EACH TASK ON THE LEFT SIDE, JUST CLICK ON IT. A MODAL IS GOING TO OPEN AND YOU WILL SEE DUE DATES AND THE SUBTASKS THAT MAY HAVE OTHER SUBTASKS AS WELL. AS BEFORE, JUST CLICK ON THEM FOR MORE INFORMATION.

WARNING!

IF THE LINK DOES NOT WORK, REFRESH IT A FEW TIMES, IT WILL WORK

PROJECT ORGANIZATION

TEAM MEMBERS

CONTACT	ABBR.	ROLE/TASKS	AVAILABILITY
Ioana Iancu +40 720 010 013 ioana.iancu@beraria h.ro	CM	COMPANY MENTOR MARKETING GRAPHIC DESIGNER	2-3 DAYS PER WEEK
Bogdan Balazsfi	IT	IT DEPARTMENT	3 DAYS PER WEEK
Lin,Yuzhong Y.	AS1	ASSESSOR 1	
METAXAS GEORGIOS G.	AS2	ASSESSOR 2	
DENISA COTEAU	E	EMPLOYEE	5 DAYS PER WEEK

PROJECT ORGANIZATION

COMMUNICATION

THE COMMUNICATION BETWEEN THE COMPANY MENTOR AND I IS AT LEAST 3 DAYS PER WEEK.

TEST ENVIRONMENT

TEST ENVIRONMENT DESCRIPTION

DEVELOPMENT ENVIRONMENT: I WILL BE USING WEBSTORM, A POWERFUL INTEGRATED DEVELOPMENT ENVIRONMENT (IDE), TO WRITE, TEST, AND DEBUG THE CODE FOR MY WEB APP.

DESIGN TOOLS: FOR CREATING VISUALS AND DESIGNS FOR MY WEB APP, I WILL UTILIZE ADOBE PHOTOSHOP AND ADOBE ILLUSTRATOR. THESE TOOLS ARE ESSENTIAL FOR DESIGNING POSTERS AND OTHER GRAPHICAL ELEMENTS.

PROTOTYPING: ADOBE XD WILL BE MY GO-TO TOOL FOR CREATING INTERACTIVE PROTOTYPES OF MY WEB APP. ADOBE XD ALLOWS ME TO DESIGN AND PROTOTYPE USER INTERFACES, MAKING IT EASIER TO VISUALIZE AND TEST THE USER EXPERIENCE.

PROJECT ORGANIZATION

TEST ENVIRONMENT

PRODUCTS IN THE TEST ENVIRONMENT:

- **DEVELOPMENT COMPUTER:** MY PERSONAL COMPUTER EQUIPPED WITH WEBSTORM, ADOBE PHOTOSHOP, ADOBE ILLUSTRATOR, AND ADOBE XD.
- **WEB BROWSERS:** VARIOUS WEB BROWSERS (E.G., CHROME, SAFARI) WILL BE USED TO TEST THE WEB APP'S COMPATIBILITY AND FUNCTIONALITY.

CONFIGURATION MANAGEMENT

- IN THE CONTEXT OF MY INDIVIDUAL WEB APP DEVELOPMENT PROJECT, CONFIGURATION MANAGEMENT PLAYS A CRUCIAL ROLE IN ENSURING THAT CODE AND PROJECT-RELATED ASSETS ARE ORGANIZED AND VERSION-CONTROLLED. HERE'S HOW I PLAN TO SET UP CONFIGURATION MANAGEMENT:

GIT REPOSITORY STRUCTURE:

I WILL UTILIZE GIT AS MY VERSION CONTROL SYSTEM TO MANAGE THE PROJECT'S SOURCE CODE AND RELATED ASSETS. THE GIT REPOSITORY STRUCTURE WILL FOLLOW A WELL-ORGANIZED APPROACH TO STREAMLINE DEVELOPMENT.

PROJECT ORGANIZATION

CONFIGURATION MANAGEMENT

- **MAIN BRANCH (MASTER):** THE MAIN BRANCH WILL SERVE AS THE PRIMARY BRANCH FOR PRODUCTION-READY CODE. IT REPRESENTS THE STABLE VERSION OF THE WEB APP AND ALIGNS WITH THE LIVE DEPLOYMENT.
- **DEVELOPMENT BRANCH:** THE DEVELOPMENT BRANCH WILL BE THE CENTRAL HUB FOR ONGOING DEVELOPMENT WORK. FEATURES, BUG FIXES, AND ENHANCEMENTS WILL BE DEVELOPED AND INTEGRATED INTO THIS BRANCH.
- **FEATURE BRANCHES:** FOR EACH NEW FEATURE OR SIGNIFICANT ENHANCEMENT, I WILL CREATE FEATURE-SPECIFIC BRANCHES FROM THE DEVELOPMENT BRANCH. THESE BRANCHES ALLOW ME TO WORK ON NEW FUNCTIONALITY INDEPENDENTLY AND MERGE CHANGES BACK INTO DEVELOPMENT WHEN COMPLETE.
- **BUGFIX BRANCHES:** WHEN ADDRESSING BUGS OR ISSUES, DEDICATED BUGFIX BRANCHES WILL BE CREATED FROM THE DEVELOPMENT BRANCH. THIS APPROACH ENSURES THAT BUG FIXES DO NOT DISRUPT ONGOING FEATURE DEVELOPMENT.

FINANCE AND RISKS

COST BUDGET

THE SOFTWARE ADOBE IS GIVEN BY THE COMPANY, THE REST IS FREE

RISKS AND FALL-BACK ACTIVITIES

Risk	Prevention Activities Included in Plan	Fall-back Activities
Limited Time for Programming	Thorough project planning with realistic timelines	Develop a comprehensive high-fidelity prototype
	Continuous progress tracking and regular reviews	Demonstrate the prototype to fulfill project objectives
	Agile approach to prioritize essential features	
Technical Challenges	Comprehensive research and technical feasibility assessments	Seek assistance from mentors or online communities
	Prototyping and testing to identify potential challenges	Document lessons learned and apply to future projects
Scope Creep	Clear project scope definition and documentation	Assess requested changes for their impact on project goals

FINANCE AND RISKS

RISKS AND FALL-BACK ACTIVITIES

Risk	Prevention Activities Included in Plan	Fall-back Activities
Stakeholder communication and agreement on scope boundaries	Stakeholder communication and agreement on scope boundaries	Document scope change requests and their implications
Agile development with regular reviews and updates	Agile development with regular reviews and updates	Prioritize critical features and minimize scope changes
Unexpected Absence of Supervisor	Maintain open communication with the supervisor and inform of any anticipated absence	Seek guidance from colleagues or company resources
Document project progress, decisions, and challenges	Document project progress, decisions, and challenges	Engage in self-guided problem-solving and decision-making
Changes in Project Priorities or Direction	Regularly align project goals with company objectives and supervisor guidance	Reevaluate project objectives and adapt the project plan
Continuous stakeholder communication and feedback	Continuous stakeholder communication and feedback	Adjust project deliverables and focus on high-priority tasks

PROJECT ORGANIZATION

OTHER

DURING THIS SEMESTER, I WILL BE LEVERAGING THE CAPABILITIES OF CLICKUP.COM, A POWERFUL SOFTWARE SOLUTION DESIGNED TO STREAMLINE AND ENHANCE MY TASK ORGANIZATION AND PROJECT STRUCTURING. WITH ITS VERSATILE FEATURES, I WILL EFFECTIVELY MANAGE TIMELINES AND BREAK DOWN MY PROJECT INTO MANAGEABLE SPRINTS, ENSURING A WELL-STRUCTURED AND EFFICIENT WORKFLOW.

[LINK TO MY PROJECT MANAGEMENT PROCESS](#)