**Klooigeld**

**Project Plan Document**

**Date: 07.11.2024**

**Version: Version 1.0**

**Version History**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Version | Date | Author | Changes | State |
| 1.0 | **07.11.2024** | **Desislav Hristov** | **Initial plan with objectives and risk assessment.** | **Complete** |

**Contents**

1. [**Project Definition**](#_Project_Definition) **4**
   1. [Project Background](#_Project_Background) 4
   2. [Project Goal](#_Project_Goal) 4
   3. [Constraints](#_Constraints) 4
   4. [Current Situation](#_Current_Situation) 4
2. [**Risk Assessment**](#_Risk_Assessment) **5**
3. [**Deliverables**](#_Deliverables) **6**
   1. [Deliverables](#_Deliverables) 6
   2. [Non-Deliverables](#_Deliverables) 6
   3. [Documentation](#_Deliverables) 7
   4. [Roles](#_Deliverables) 7
4. [**Phasing**](#_Phasing) **8**

## **Project Definition**

### **Project Background**

**Klooigeld** is an innovative financial education app targeting young people (aged 14 and up) who are developing financial habits. The app lets users experiment with money using 'Klooigeld' (play money), providing a safe space to make mistakes without real financial consequences. By simulating real-world financial dilemmas and challenges, Klooigeld empowers young people to understand financial pitfalls and become more financially self-reliant.

### **Project Goal**

The goal of **Klooigeld** is to enhance users’ financial skills and confidence by allowing them to freely experiment and learn from their mistakes. The app aims to improve financial awareness and decision-making skills in a playful, interactive environment, preparing users to make wiser financial choices in real life.

### **Constraints**

The app will use Flutter for a seamless mobile-first interface and Node.js for backend functionality. Compliance with the Klooigeld brand guidelines is essential.

### **Current Situation**

Many young people face financial challenges due to limited exposure to financial management. Klooigeld addresses this gap by offering an educational tool that combines financial literacy with hands-on experimentation, based on the principle that making mistakes is essential for learning.

## **Risk Assessment**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Risk Category | Risk Description | Mitigation Strategy | Probability | Impact | Priority |
| Technical | **Misinterpretation of project requirements** | **Regular feedback cycles with stakeholders** | **Unlikely** | **Harmful** | **High** |
| Technical | **Integration challenges with travel APIs** | **Early testing with APIs and contingency planning for alternative data sources** | **Likely** | **Moderate** | **High** |
| Technical | **Database issues (e.g., corruption, loss)** | **Implement regular backups and database redundancy plans** | **Rare** | **Critical** | **High** |
| Technical | **Inadequate system performance** | **Conduct performance testing and optimization regularly** | **Likely** | **Moderate** | **Medium** |
| Managerial | **Misalignment with user expectations** | **User testing and feedback loops in early stages** | **Likely** | **Harmful** | **High** |
| Managerial | **Poor time management** | **Adopt Agile methodology with defined sprints and milestones** | **Likely** | **Harmful** | **High** |
| Managerial | **Scope creep impacting timelines** | **Enforce a strict change control process with stakeholder agreement** | **Likely** | **Moderate** | **Medium** |
| Managerial | **Resource allocation challenges** | **Detailed project planning and resource management strategies** | **Unlikely** | **Moderate** | **Medium** |
| External | **Changes in travel regulations affecting features** | **Stay updated with travel regulations and adapt the platform accordingly** | **Rare** | **Moderate** | **Low** |
| External | **Third-party API limitations or failures** | **Establish agreements with API providers and have backup solutions** | **Likely** | **Moderate** | **Medium** |
| External | **Cybersecurity threats to user data** | **Implement state-of-the-art security measures and conduct regular security audits** | **Likely** | **Critical** | **High** |

## **Deliverables**

* 1. **Functionality**

1. **Main Features**
   * + **Interactive Games:** Financial challenges allowing users to experiment with money.
     + **'Klooisaldo' Balance:** Display balance, income, and expenses to manage play money
     + **Certificate System:** Grants users qualifications to make financial decisions in real life, such as using buy-now-pay-later services.
2. **App Screens**
   * + Home Screen
     + Financial Challenge Interface
     + Balance Overview
     + Progress and Certification View
     + Settings and Personalization

**3.2 Non-Deliverables**

* **Social Sharing Features:** Interaction between users through challenges or leaderboards is not included in this phase.
* **Desktop or Web Application:** Only mobile implementation is planned.

**3.3 Documentation**

* **Target Audience Definition Document**  
  Details the app’s target audience, financial challenges, and goals. Highlights how *Klooigeld* meets these needs.
* **App-User Connection Document**  
  Explains *Klooigeld’s* gamified features and how they encourage financial learning.
* **Git Workflow Documentation**  
  Outlines Git branching setup, naming conventions, and merge policies to ensure collaboration consistency.
* **Certification Guide Document**  
  Describes the certification process, clarifying what users achieve upon completing challenges.
* **User Persona and Empathy Maps**  
  User personas and empathy maps based on new insights to guide design decisions.
* **Gantt Chart**  
  Timeline for the iteration, visualizing sprints, tasks, milestones, and dependencies.
* **Process Description for Second Iteration**  
  Week-by-week breakdown of tasks, decisions, and deliverables with challenges and solutions.
* **End-Goal Description Document**  
  Summarizes *Klooigeld’s* main goal and success metrics, focusing on user independence.
* **UX Interview Feedback Document**  
  Captures user feedback on usability, engagement, and intuitiveness to inform future improvements.
* **Sprint Retrospectives (1-9)**  
  Summarizes reflections and takeaways from each sprint to guide continuous improvement.

## **Phasing**

For *Klooigeld*, one-week sprints provide a structured yet flexible timeline to ensure continuous progress on essential features, timely testing, and iterative improvements based on feedback.

**Sprint 1:**

**Sprint 2:**

**Sprint 3:**

**Sprint 4:**

**For Klooigeld, the adoption of one-week sprints aims to strike a balance between swift development and sufficient time for in-depth feature creation, testing, and evaluation. This period facilitates ongoing feedback incorporation and cyclic enhancements without sacrificing quality or project breadth.**

**Sprint operations include:**

* **Sprint Planning: Initiating each sprint by pinpointing tasks, setting project focus, and establishing sprint objectives.**
* **Sprint Demo: Concluding each sprint with a demonstration to present completed features to our teachers, enabling feedback collection and work validation.**
* **Sprint Review: Following the demo, this meeting allows teachers and the team to reflect on sprint accomplishments, examine the progress, and solicit feedback for subsequent sprints.**
* **Sprint Retrospective: Conducted post-review to assess sprint performance, pinpoint improvement areas, tweak future sprint processes, and discuss successes.**