Business Networking and Mentorship

Project Plan

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Contents

Introduction

The aim of this project is to create an application for professionals to be able to contact each other, reserve dates to communicate valuable information and for seasoned veterans from all types of work fields to exchange life experience with people beginning their journey in the vast jungle known as the business world.

1. Project Scope

- Develop a platform for business professionals to network, find mentors, and participate in industry events.

2. Client & Team

Team:

- Desislav Hristov, email: 457570@student.fontys.nl

Assessors & Client:

- The client and OOD assessor for this individual task is Mieke van Vucht.
- The Workshop assessor is Sachin Bhardwaj.
- The WAD assessor is Olga Makoveeva.

3. Problem Description

- In the vast landscape of the modern business world, professionals often find it challenging to identify and connect with suitable mentors who can provide invaluable guidance. Furthermore, there's an observed gap in the availability of platforms that can also provide event management and messaging features tailored for business professionals.

4. Project Goal

- The task at hand is to create an application of our choice for an individual assignment that will be graded by the assessors.
- Develop an intuitive platform that:

1. Simplifies the process of finding and connecting with potential mentors in one's field.

2. Facilitates the creation, management, and discovery of industry-specific events.

3. Provides a seamless communication tool for professionals to network, share, and collaborate.

5. Deliverables

5.1 Documentation

- Project Plan
- Ideation Document
- URS Document
- Test Plan
- Test Report
- UML Class Diagram

5.2 Desktop Application

- Oversee all registered users; activate or suspend accounts.
- Approve, delete or edit user-uploaded content.
- Monitor and manage mentorship bookings.
- Send platform-wide announcements.
- Edit a mentor's rating score.

5.3 Website

- Set up and edit profiles; choose roles (mentor or mentee).
- Upload/change profile picture.
- Mentees can search for mentors based on criteria like industry or skills.

- Mentees can browse and book available time slots of mentors.
- Direct messaging between mentors and mentees.
- Mentees can rate their mentor's session and view comments from past clients.
- Calculate an average score (up to 5 stars) of all ratings for each mentor, that will be displayed on their profile.

6. Non-Deliverables

What will not be delivered:

- Integration with third-party job portals.
- Maintenance of the website and application after delivery.
- User manual for the website & application.

7. Constraints

- Time: The project must be completed and launched within 16 weeks.
- Technical: The app should run its database on a Hera server and the website should run on a Luna server.
- Structure: App should be written in C#, Website should be designed using HTML & CSS and the Database should be created using MSSQL.

8. Phasing

- Phase 1: Everything related to planning the implementation of the project.
- Phase 2: Implementation of the web application, desktop app and database.
- Phase 3: Testing if everything works as intended and finalization of the project.
- Web App: Development of the presentation layer (Razor Pages - html & css, javascript).
- Desktop App: Development of the admin application (Forms app – C#).
- Database: Setting up the database layer (MSSQL).
- Business Logic Layer: Implementation of the business logic (C#) and making the database and presentation layer interact with it.

Business Netwroking

Desislav Hristov

Project Start:	Fri, 9/1/2023	
Today:	Thu, 10/5/2023	
Display Week:	2	

TASK	PROGRESS	START	END
Phase 1: Planning			
Brainstorming	100%	9/4/23	9/4/23
Ideation Document	100%	9/4/23	9/8/23
Project Plan	100%	9/8/23	9/20/23
URS Document	100%	9/4/23	9/8/23
UML Class Diagram	80%	9/20/23	10/6/23
Phase 2: Implementation			
Web Application	0%	10/8/23	11/10/23
Admin Desktop App	15%	9/28/23	11/10/23
MsSQL Database	0%	9/28/23	11/10/23
Business Logic Layer	35%	9/28/23	11/10/23
Phase 3: Testing & Finalization			
Testing	0%	1/1/24	1/10/24
Deployment	0%	1/1/24	1/10/24
Presentation	0%	1/1/24	1/10/24