

# Project Plan

Group 2

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# 1. Client

Our team has been approached by a company called “Zoo Bazaar”. They are looking forward to opening a new zoo to the public. We have a contact with their employee Maaïke van Doren (m.vandoren@fontys.nl). She hired us as a software development team to create and implement an administrative system for the zoo. The system needs to help manage various aspects of the zoo.

# 2. Team

- Digrys Augustinas (Team leader) – [a.digrys@student.fontyous.nl](mailto:a.digrys@student.fontyous.nl)
- Ciuperca Diana Valentina - [d.ciuperca@student.fontys.nl](mailto:d.ciuperca@student.fontys.nl)
- Daba Alexandru – [a.daba@student.fontys.nl](mailto:a.daba@student.fontys.nl)
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# 3. Current Situation

“Zoo Bazaar” will be a new attraction in Eindhoven, and they are facing some difficulties with their management. Currently, they do not have a dedicated space to store all the information regarding employees and animals. Company mentioned that currently “Zoo Bazaar” employees are monitoring every aspect of the zoo on paper they share between themselves and update when needed.

# 4. Problem definition

## 1. Employee and Animals management

- Paper notes are difficult to update and keep track of and can be easily misread, misinterpreted, lost or even stolen. In this way, it can lead to errors and inaccuracies.
- Paper documents can also be time-consuming to update and manage, especially when employees need to access previous notes or compare data across animals, it is a perfect example of inefficiency.
- Paper notes do not provide real-time access to information about animal care.
- Struggles to effectively schedule employees, which may lead to overworked staff, missed shifts or reduced quality of care for the animals.

## 2. Communication between employees

- Caretakers struggle to effectively communicate and collaborate which may lead to miscommunication, or reduced quality of care for the animals.

### 3. Online presence

- Zoo lacks a website that improves front-office workflow. In the ever-changing digital world that we live in, this can cause a multitude of issues such as longer queues for tickets, underrepresentation online and the lack of available information for the public. In this case, the zoo may not be prepared to accommodate a big influx of people.

## 5. Project Goal

Our team's goal is to help the "Zoo Bazaar" address their issues regarding the management of employees, animals, ticket sales and storing data. The system will allow task like scheduling of employees to be done with the help of an automated system. The system aims to streamline the workflow of employees and reduce miscommunication. The final product will be delivered within 18 weeks and will consist of both a desktop and web application with database connectivity. The desktop application is aimed to be used for management of employees, employee schedules, and management of animals. The web application will be made for caretakers to view their schedules, and will contain a ticketing system that will facilitate the sale of tickets. The database is designed to store all important data and to be the backbone between the web and desktop applications.

## 6. Deliverables (Week 6)

<b>Deliverable</b>	<i>User Requirements Specification</i>	<b>Delivery date</b>	<i>15/02/2023</i>
<b>#1</b>	<b>Description:</b> <i>Specifying the main agreements and requirements mentioned by our client. Particularizing the use cases for each application. Adding images for our possible GUI and description of how the application works. Creating wireframes and sitemap for our web application</i>		

<b>Deliverable</b>	<i>Desktop Application</i>	<b>Delivery date</b>	<i>23/03/2023</i>
<b>#2</b>	<b>Description:</b> <i>The application is intended for the internal management of the zoo. The manager, administrators and resource planners will be able to add, edit and review data about the employees and animals. They can also create schedules for each of them and quickly search for specific information.</i>		

<b>Deliverable</b>	<i>Database script</i>	<b>Delivery date</b>	<i>23/03/2023</i>
<b>#3</b>	<b>Description:</b>		
<i>Database is intended for saving, deleting and updating data used in our applications. It will be connected to both applications.</i>			

## 7. Non-Deliverables (First 6 weeks)

- We will not deliver any form of web application
- We will not deliver any automated systems be it scheduling or other.
- The gift shop will be one of the last features to be implemented, as agreed on with our stakeholders.
- Our group will not deliver any hardware for the company or training as it's not within our scope and the application will be designed to be used without any prior training.
- There aren't going to be any manuals for the application because of the limited timeframe of our project.

## 8. Constraints

### **Time:**

- The total time for the project from starts to finish is 18 weeks. We must plan accordingly to ensure the product is finished on time and meets the client's needs and standards.
- We must ensure that the project stays on track as with short timeframes it's a lot harder to catch up on deadlines. To deal with this we will first create a concrete plan for the duration of the project and then strictly stick to it.

### **Money:**

- Budget constraints can impact the quality and functionality of the solution delivered. The budget is limited, so certain features or requirements may need to be scaled back or omitted, potentially reducing the overall value of the solution.
- The limited funds can also impact the resources available to the development team, including the number of developers, quality assurance staff, and equipment.

### **Quality:**

- If the scope of the project were to grow to big for the given time frame quality of the product would be one thing that is likely to suffer. Therefore the emphasis falls again on the project plan and ensuring that we are clear with the client on what will be delivered.
- Compromises in quality can result in technical issues, security vulnerabilities, or other problems that can negatively impact the operation of the zoo.

To overcome these limitations, it's important to have a clear view of the requirements and expectations for the project, prioritize the most important features, and allocate adequate resources to ensure the delivery of a high-quality product within the given timeframe.

## 9. Phasing

### Phase 1: Analysis

- Activities:
  - Activity 1.1: Interview with the stakeholder
    - Description: Analyzed the project reader, made agreements with the stakeholder, crated minutes
    - Estimated time: 2 hours
  - Activity 1.2: Project Plan
    - Description: Creation of the project plan for the next 6 weeks
    - Estimated time: 6 hours
  - Activity 1.3: User requirements specifications
    - Description: Creation the URS
    - Estimated time: 6 hours
- Deliverables:
  - Deliverable 1.1: Meeting agenda & Minutes
  - Deliverable 1.2: Project Plan
  - Deliverable 1.3: URS

### Phase 2: Design

- Activities:
  - Activity 1.1: Logo creation
    - Description: Creation of a representative logo for the Zoo
    - Estimated time: 1 hour
  - Activity 1.2: UML Diagram
    - Description: Creation of the structure of the classes for the application
    - Estimated time: 2 hours

- Activity 1.3: Wireframes and prototype
  - Description: Design the first look of the application
  - Estimated time: 4 hours
- Deliverables:
  - Deliverable 1.1: Logo
  - Deliverable 1.2: UML Diagram
  - Deliverable 1.3: Prototype

## Phase 3: Implementation

- Activities:
  - Activity 1.1: Desktop application – Login/ Registration
    - Description: Creation of the Login/Registration page
    - Estimated time: 1 hour
  - Activity 1.2: Desktop application – Employee management
    - Description: Creation of the management page for the employees
    - Estimated time: 3 hours
  - Activity 1.3: Desktop application – Animal management
    - Description: Creation of the management page for the animals
    - Estimated time: 3 hours
  - Activity 1.4: Desktop application – Schedule making
    - Description: Creation of the page where administrative employees can create the schedules for the rest of the employees
    - Estimated time: 4 hours
  - Activity 1.5: Web application – General design
    - Description: Creation of the general look of the website
    - Estimated time: 5 hours
  - Activity 1.6: Web application – Login/ Registration
    - Description: Creation of the Login/Registration page
    - Estimated time: 2 hours
  - Activity 1.7: Web application – Employee page
    - Description: Creation of the interface for the employees
    - Estimated time: 6 hours
  - Activity 1.8: Database
    - Description: Creation of the database for both applications
    - Estimated time: 6 hours
- Deliverables:
  - Deliverable 1.1: Desktop application (first version)
  - Deliverable 1.2: Web application (first version)
  - Deliverable 1.3: Database script (first version)

## Phase 4: Testing

- Activities:
  - Activity 1.1: Unit tests
    - Description: Creation of unit tests in order to check the functionality of some features
    - Estimated time: 3 hours
  - Activity 1.2: Test plan
    - Description: Creation of the planning for the testing phase
    - Estimated time: 4 hours
  - Activity 1.3: Test report
    - Description: Documentation of the feedback received after the testing phase
    - Estimated time: 4 hours
- Deliverables:
  - Deliverable 1.1: Test plan
  - Deliverable 1.2: Test report

## Phase 5: Deployment

- Activities:
  - Activity 1.1: Improve UI
    - Description: Addition of visual elements regarding the final version of both the web and desktop applications
    - Estimated time: 6 hours
  - Activity 1.2: Project report
    - Description: Documentation of the entire process of creation
    - Estimated time: 4 hours
- Deliverables:
  - Deliverable 1.1: Desktop application (final version)
  - Deliverable 1.2: Web application (final version)
  - Deliverable 1.3: Database script (final version)
  - Deliverable 1.4: Project report



