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| Case Study |  |
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|  | 2020-04-04Robert AšvicasDmitry Lvov |

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| Table of Content [Table of Content 2](#_Toc36912093)  [Project definition 3](#_Toc36912094)  [Project background 3](#_Toc36912095)  [Project goal 3](#_Toc36912096)  [Deliverables 4](#_Toc36912097)  [Expected Result 4](#_Toc36912098)  [Milestones 5](#_Toc36912099)  [Project constraints 6](#_Toc36912100)  [PERT 7](#_Toc36912105) |

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|  | Project definition Project background  We represent the company ‘Make IT Work4U’ which specializes on making infrastructure solutions for small and medium businesses. In this case there is a small business company which requires an infrastructure centered on Windows server with several virtual machines which are organized with a purpose of creating a manageable and correctly structured working environment. The improvement process of the infrastructure happens in a simulated home environment which allows the client to use the product without any interruptions.  Project goal  Our goal is to simulate an infrastructure environment on the server, which will include 3 virtual machines that you can connect to. Our main goal is to make it efficient, bug-free and easily accessible for the employees. One of them will have Linux operating system, other will have domain controller on Windows OS, which will control all other servers. The last one will serve as a client to allow employees to connect to the Windows OS and access everything that is available for them. Employees will also have configured user policies, which will restrict employees from accessing specific data or mess up the server. At peak hours, it’s important to monitor distribution of the server resources, so one of our main goals is also making an application. | | | |  | |
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|  | Deliverables:  * Project plan * Design document * Project report * Virtual servers:   + Windows server with AD     - DHCP server     - Local DNS server     - Configured Group Policies       * Enabled folder redirection for all user’s Desktops       * Disabled permission to change proxy settings in IE for all users * Custom user groups   + Windows client server   + Linux server * Backup policies * Internet connection for internal hosts   + Firewall * VPN connection for remote access * App as a management dashboard for:   + Realtime statistics of the server, system KPI   + Virtual clients   + Database   + Error management  Expected Result  * + - Fully functioning infrastructure that will be suitable as a solid working solution for the client.       * Simulated infrastructure       * Secured by firewall       * Policies to regulate the users     - Correctly configured internet settings with minimized risks of the client being compromised       * DNS + DHCP servers     - Stable functionality of the Servers with a purpose of long-term performance       * Stable hardware  Milestones:  * Week 6:   + Folder Redirection   + Group policies   + Firewall   Since we already got configured Active Directory, we need to configure user accounts, add them to the groups and add some restrictions for them.   * Week 7:   + Project plan   During the 7th week our focus is on the improving the quality of the existing product and creating documentation   * Week 8:   + Application/dashboard for server management   + Design document   + VPN to connect from external network   8th week will be much about programming and designing an application in Python. Furthermore, we will do the VPN on the server for employees to connect from external networks, such as home.   * Week 9:   + Backup policies   Polishing, testing and backup-ing everything will be made during the 9th week.   |  |  |  | | --- | --- | --- | | Name | E-mail | Phone number | | Robert Ašvicas | r.asvicas@student.fontys.nl | +31 6 83639656 | | Dmitry Lvov | d.lvov@student.fontys.nl | +31 6 45515337 | | Mikaeil Shaghelani | m.shaghelanilor@fontys.nl |  |   Project team: Project constraints  * Quarantine   Quarantine limits our face-to-face communication and brings bottleneck in our workflow efficiency. It’s very hard to start and keep same tempo on working on one project, when there are a lot of distracting factors.   * Hardware   Our hardware is not the top market hardware, furthermore, the servers are slow, therefore we have a bottleneck for completing our milestones fast. | | | | |  | |
|  | Risks: Team members can start arguing with each other about something they do not agree  Team member can get sick in such way that he will be incapable to work even from home.  Hardware failure  Internet failure of team members  Team members can fall into an extreme apathy due to the quarantine caused by COVID-19 which will cause issues regarding the consistency of the work process | Impact: Postponing deliverables  All work will be transferred to only one team member, which can lead to postponed and decreased quality of deliverables  Extremely harmful, due to COVID-19 quarantine and inconveniency of maintaining it  Inability of a team member to work on a daily basis  Extremely harmful due to postponed deliverables and disorganized work process | Possibility Moderate  Moderate  Low  Low  High | Solution/Workaround: Team members will discuss what is better for them and if there will be no solution for their argue problem, teachers will get involved.  One team member will try to work on everything, and sick team member will try his best to work and to get better.  Contacting client/teachers to find a workaround that problem.  Notifying a mentor and a team member and contacting an internet provider for them to solve a problem.  Team members should do minimal physical exercises, consume healthy food and follow the sleeping schedule. Together these elements will tremendously benefit mental health of the group members and bring a positive mindset. | | | |  |
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