ProP Project Plan

Dilyana Stoeva – 3416046
Nikolay Nikolaev – 3235106
Putri Aulia Salsabila – 3379337
Viktoria Admasu – 3235904

Course:	ProP
Group:	04
Date:	19.02.2018
Version:	v4
Last revision:	15.04.2018

Table of Content

Project Statement

In this section we will state why this project was started and what the goals are for it. We will give information about our client, our team, the current situation, the problem, the project goal, the deliverables, the constraints and the risks.

Formal Client

Mrs. Roxana Paval

Contact Info:

Project Team

Mr. Nikolay Nikolaev from ICT course at Fontys University of Applied Science
Contact Info:
Mr. Nikolay Nikolaev
Rachelsmolen 1, Eindhoven
n.nikolaev@student.fontys.nl
Phone: +31616338926

Ms. Dilyana Stoeva from the ICT department at Fontys UAS
Contact Info:
Ms. Dilyana Stoeva
Rachelsmolen 1, Eindhoven
d.stoeva@student.fontys.nl
Phone: +359883503144

Ms. Viktoria Admasu from the ICT department at Fontys UAS
Contact Info:
Ms. Viktoria Admasu
Rachelsmolen 1, Eindhoven
v.admasu@student.fontys.nl
Phone: +359877707842

Ms. Putri Aulia Salsabila from the ICT department at Fontys
Contact Info:
Ms. Putri Aulia Salsabila
Rachelsmolen 1, Eindhoven
p.salsabila@student.fontys.nl
Phone: +31649549031

Throughout this project we will be switching the roles of project leader, minute taker and secretary between each other, in order to be able to experience every role that there is in a project and learn the most out of it.

Current Situation

In the Netherlands, there is an annual electronic dance music festival which is held in August, called Mysteryland. This event, which brings together a range of dance genres, lasts several days. It offers a place to stay since it takes place for more than one day. That makes it convenient for people who are not local as well. Moreover, it offers free transport from Schiphol Airport. A big commercial company has contacted us and hired us to create the software solutions needed for various things for the event. They have asked us to provide a website, application for checking in and out of the event, application for checking in and checking out for the camping spot, application for the shops, application for the organizers, application for the artists, a database for the applications, and an application for the ATM. They have also specified what they need in these applications and their expectations for the final products.

Problem Description

As Mysteryland is a huge event, it needs a proper system that would help organize and maintain it.
In order to popularize the festival, a good advertising is required, and internet is the best way to do that. We need to make a website, which will provide all the information about Mysteryland and will also be a convenient way for booking tickets or camping spots. It should be possible for the users to deposit money through the website before the event in their event accounts for use during the event. Moreover, it needs to offer a convenient way to contact the support team.
In the festival area, there would be a lot of shops and loan stands. We need to deliver an application suiting the needs which keeps track of the things purchased,

availability list, devices that are loaned and return due dates, and the income from the purchases, generate receipts and deduct the purchase amounts from the visitor event accounts.
Another product the client is expecting is check-in and check-out applications for the event and the camping spots. There has to be a system that makes it easier for customers to access their reserved spot when they want to go to sleep and check if the visitor has paid for the camping slot before they enter. They should be able to check in when they enter it and then check out when they are leaving, in order to derive more accurate data for the organizers.
A bank will provide ATMs for the terrain, so we need a suitable software solution to make it easier for both the visitors and the organizers to transfer money from their bank account to their visitor accounts via the ATMs and provide statistical information about the made transactions through periods. Since it is not possible to shop with cash at the event, the only way to pay is with the event currency, people can use the ATMs to deposit money in their event accounts in order to shop. We need to make it possible for the organizers to access log files with information about the deposits during the last period of time.
An extra product we agreed on with the client in an application for the artists. It will help them with orientation at the event and location of the places they need to go to. It will also include their schedules for the performances. If they have issues with something, or need extra equipment, the application will help them contact the organizers in order to sort out the problem as quickly as possible.

Project Goal

Our goal is to satisfy the client's requirements for a software solution for the event. We are going to accomplish that through delivering the aforementioned products and with good functionality. We also aim at providing the best possible products, which will be suitable for the event, user-friendly and people would like.

Project Deliverables

1. A website which will inform the visitors about the festival and will allow reservations of tickets and camping spots
2. Mobile application for checking in and checking out people who attend the event
3. Mobile application for checking in and checking out people for the camping
4. Desktop application for the shops for food/drink

5. Mobile application for the visitors which will allow them to buy products from the shops
6. Desktop application for product loaning
7. Database supporting all the applications
8. Desktop application which will convert the information from the transaction-log-files
9. Desktop application for the organizers which will show the status and overview of the event
10. Mobile application for the performers which will help them with their schedules and equipment
11. Project plan
12. Setup document
13. Process report
14. Agendas and minutes of every meeting

Project Non-Deliverables

1. The required hardware
2. ATM hardware

Project Constraints

1. **Budget**
   Equal to what we spend for the making of software
2. **Time**
   The deadline is June 2018
3. **Number of people in a group**
   4 people

Project Risks

Risk 1: Cooperation problems (delays, etc.) between the ATM and the balance system

This may occur if there are delays for example because of technical or software problems with the ATM machines.

Probability: Medium
Impact: High
Steps to prevent: Monitor for failed transactions and fix occurring problems

Risk 2: Incorrect shop purchases

This may occur if a wrong product is added to the bill or paid for.

Probability: Medium
Impact: Medium
Steps to prevent: Implement transaction history with an option for rollback and reset of a bill and use of as many barcodes as possible

Risk 3: Database operates too slow

This may occur if the data in the database in vastly growing which may lead to degrading of the database performance.

Probability: Medium
Impact: Medium
Steps to prevent: Provide additional server resources and improve database architecture

Project Phasing

In this chapter we will describe the phases of the project with their involved activities and the reached milestones.

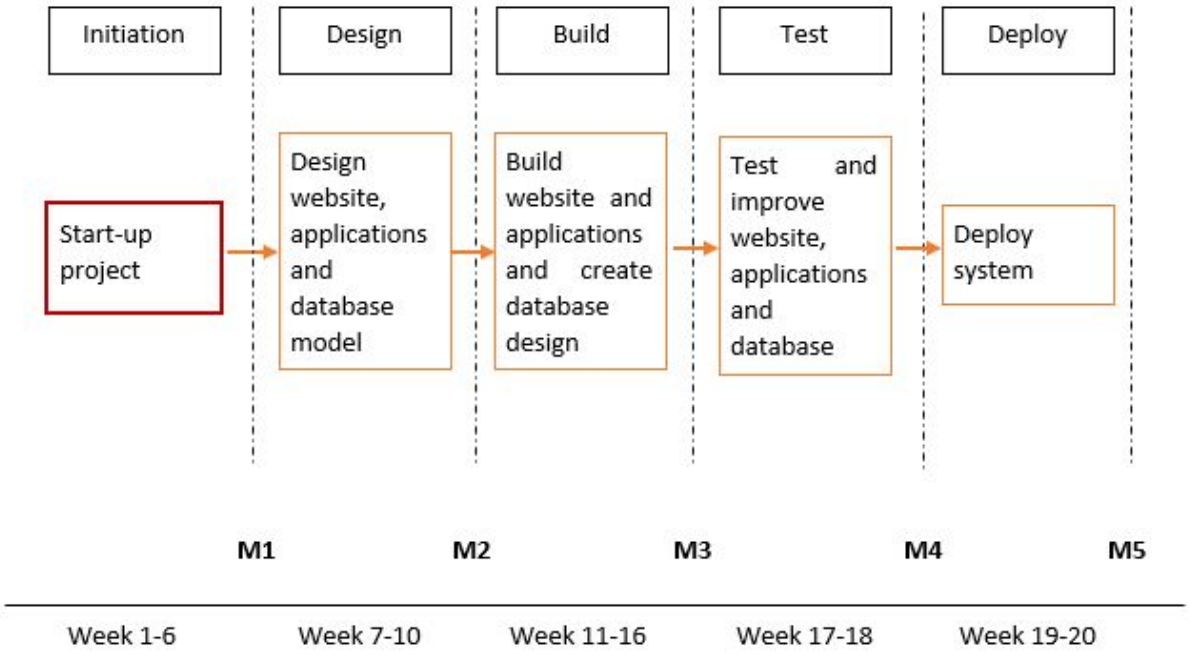

Figure 1. Milestones and activities

Project Initiation

In this phase we initialize the project. Below we describe the required tasks:

- Kickoff meeting
- Discussing the project aspects with team members
- Interviewing the client about questions which are still unclear about the current situation, the problem and deciding on the end goal together with the client
- Gathering required information about the project implementation

Estimated duration: 6 weeks
Costs: -

Deliverables for milestone **M1**:

- Divided work among the team members
- Project plan
- Specified requirements
- Process report
- Agendas and minutes of every meeting

Project Design

We are going through several activities for each of the deliverables. Below you can find details.

Activity: Modeling the database

1. Gather data to be stored in the database
2. Normalize the database
3. Make a database model

Estimated duration: 1 week
Costs: -

Activity: Website planning

1. Creating wireframes and sitemap
2. Designing the website static part (HTML, CSS)
3. Gathering content for the website

Estimated duration: 1 week
Costs: -

Activity: Designing the check-in and check-out software for tickets and camping spots

1. Designing the application GUI

Estimated duration: 3 weeks
Costs: -

Activity: Designing the event shops and food stands supporting software

1. Designing the application GUI

Estimated duration: 3 weeks
Costs: -

Activity: Designing the visitor balance charging software

1. Designing the application GUI

Estimated duration: 3 weeks
Costs: -

Activity: Designing the event status overview software

1. Designing the application GUI

Estimated duration: 3 weeks
Costs: -

Activity: Designing the performers' schedule software

1. Designing the application GUI

Estimated duration: 3 weeks
Costs: -

Deliverables for milestone **M2**:

- Working technical design concept of the software applications, website and database
- Website static part
- Applications GUI
- Database model
- Setup document
- Process report
- Agendas and minutes of every meeting

Project Build

In this phase we are starting to build the final deliverables. The ongoing activities are listed below:

Activity: Creating a database design

1. Choosing fields to serve as foreign keys

Estimated duration: 1 week
Costs: -

Activity: Building the website

1. Implementing functionality (JavaScript, PHP)

Estimated duration: 5 weeks
Costs: -

Activity: Building the check-in and check-out software for tickets and camping spots

1. Implementing functionality in Android Studio (Java)

Estimated duration: 5 weeks
Costs: -

Activity: Building the event shops and food stands supporting software

1. Implementing functionality in Visual Studio (C#)

Estimated duration: 5 weeks
Costs: -

Activity: Building the visitor balance charging software

1. Establishing a connection through the API
2. Implementing functionality

Estimated duration: 5 weeks
Costs: -

Activity: Building the event status overview software

1. Implementing functionality in Visual Studio (C#)

Estimated duration: 5 weeks
Costs: -

Activity: Building the performers' schedule software

1. Implementing functionality in Android Studio (Java)

Estimated duration: 5 weeks
Costs: -

Deliverables for milestone **M3**:

- Working database, applications, and website
- Process report
- Agendas and minutes of every meeting

Project Test

During this phase we put to the test the bracelets, the applications and the website.

Activity: Testing the website functionality

1. Testing
2. Fixing and improving
3. Checking for content problems and rewriting content

Estimated duration: 2 weeks
Costs: -

Activity: Testing the check-in and check-out software for tickets and camping spots

1. Testing the functionality
2. Debugging

Estimated duration: 2 weeks
Costs: -

Activity: Testing the event shops and food stands supporting software

1. Testing the functionality
2. Debugging

Estimated duration: 2 weeks
Costs: -

Activity: Testing the visitor balance charging software

1. Testing the functionality
2. Debugging

Estimated duration: 2 weeks
Costs: -

Activity: Testing the event status overview software

1. Testing the functionality
2. Debugging
3. Statistics representation improvements

Estimated duration: 2 weeks
Costs: -

Activity: Testing the performers' schedule software

1. Testing the functionality
2. Debugging

Estimated duration: 2 weeks
Costs: -

Deliverables for milestone **M4**:

- Tested and improved website, database and applications
- Process report
- Agendas and minutes of every meeting

Project Deploy

During this phase we finalize the project and deliver it to the client.

Activity: Launching the website and deploying the applications

1. Launch the website online
2. Deliver the applications to the client

Estimated duration: 2 weeks
Costs: -

Deliverables for milestone **M5**:

- Delivered applications and available website
- Process report
- Agendas and minutes of every meeting
- Presentation

Revision History

- Version 2
    - Included more information in the parts “Current Situation” and “Problem Description”
    - Changed some parts of the "Project Deliverables" and "Project Non-deliverables"

- Version 3
    - Added our company’s logo
    - Added all members’ contact info
    - Included more details in the parts "Problem Description", "Project Deliverables" and "Project Risks"
    - Added the estimated duration of each activity in "Project Phasing"
    - Included a figure with the milestones and the activities

- Version 4
    - Added what programming languages and IDEs are going to be used