PROJECT PLAN

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Course:	Software
Class:	S3-DB05
Teacher(s)	Marc van Grootel

Contents

Version history

Version	Date	Author(s)	Changes
v0.01	1-9-2021	Jurgen Kalkers, Remco van Swaemen, Mathijs Jansen, Teun van Brakel, Wesley Arends	Version history, Crew, Project assignment, Project organization, Activities and time plan, Testing strategy and configuration management, Finances and risk
v0.01	16-9-2021		

Crew

Jurgen Kalkers:
Mail: 435914@student.fontys.nl

Remco van Swaemen
Mail: 479084@student.fontys.nl

Teun van Brakel
Mail: 450192@student.fontys.nl

Wesley Arends
Mail: 477269@student.fontys.nl

Mathijs Jansen
Mail: 455150@student.fontys.nl

Project assignment

Context

Due to discussions with other groups, we got the “guest app” assigned to ourselves. To come to a good product, it is important to start with structure. The wanted plan and start of this product will be displayed in this document.

The goal of this plan is to create an insight for the product owner, who will then know which tasks are divided between the members and at which moment these tasks should be completed. This project plan is because of this also of a transparent nature. The product owner has a certain vision for this project and will be notified of the progress of the product itself. Next to this they are also partially responsible for the success of the project.

Goal

The product owner “Tilborg van, C” has a future vision on the project. Now, there is a want for a service robot, which will serve in the catering industry. The COVID-19 crisis still is not over, which does attract the want for a robot doing most of the service. The product owner wants that through a website app, the guests can order their food/drinks, which will then be received by the employee app, which then can send the robot to the table for the order. It is not just a safe option against COVID-19, but also a green solution, since the robot runs on its own battery life.

With the help of an IT team, the students of Fontys Eindhoven, Horecabot wants to glorify this goal. The goal is to create a decent setup for the guest app project, which will be used to order food/drinks in the said restaurant.

Within the vision of this project, a group of students would fit perfectly, because of their wide creative mindset. With this we hope to achieve a good distinction from the competition.

Scope and preconditions

The scope that comes with the guest app is a design friendly user experience and integrating this UI into the application. Next to this we will also need to create an API that connects the database to the application. A few preconditions that need to be considered are the fact that we need information from other teams and make a connection with all APIs and the database. Finally, we need enough information from the users so we can improve the experience.

Strategy

We researched which agile method fits best for this project. In this research we concluded that scrum was the most suitable strategy. Scrum keeps the production relevant to the project owner and changes can be made within development. Every three weeks there is a demo for the product owner with progress and feedback.

Research

For this project we have done research. The first is the Agile research; we have selected an agile method to work with for this project based on a long- and shortlist. In this research we concluded to use Scrum as the agile method.

Additionally, we have done some small research as in the font-end framework and back-end framework. The meaning of small is that we have discussed about what is most suitable for our project, based on experience and recommendation. However, there was no document created from this discussion.

End Products

Functional design
Project plan
Architecture design
Design document
Agile research
Cooperation contract
Test plan
Product backlog
Guest app

Project organization

Stakeholders and team members

Stakeholders

- Marc van Grootel
- Cees van Tilborg
- TSG
- VDL
- Swinkels
- Fourtress
- Fontys

Team members

- Mathijs Jansen
- Wesley Arends
- Jurgen Kalkers
- Remco van Swaemen
- Teun van Brakel

Communication

Communication between the team members goes through Discord. However, communication with the Stakeholders goes through Microsoft Teams.

Communication	**Frequency**	**Stakeholder's present**
Stand-up	Once per day	Project team
Sprint delivery	Once per sprint (3 weeks)	Project team Product owner Teacher
Retrospective	Once per sprint (3 weeks)	Project team

Activities and time plan

Phases of the project

The project each has sprint 3 phases research, development and deliver following the agile principles.

Time plan and milestones

We have been working in sprints for 3 weeks. In the first sprint we start with everything that is related to the project and in the last sprint we will finish the project and give our final demo.

Phasing	Effort	Start Date	End Date
0	6 days	30 August	17 September
1	6 days	20 September	8 October
2	6 days	11 October	5 November
3	6 days	8 November	26 November
4	6 days	29 November	17 December
5	6 days	20 December	21 January

Testing strategy and configuration management

Testing strategy

For every functional requirement there are unit tests. Besides unit tests, component tests are made to test the functionality of loose components. Thereafter integration tests are made to test an entire part of the functionalities together within the application to see if it works as expected. If applicable we could also create UI tests.

Test environment and required resources

A CI/CD environment is used to ensure a good code integrity of published code. To ensure code integrity unit tests will be automatically utilized by the environment upon publishing.

For the CI part, we decided to make use of Yaml. For the CD part, we use Docker as per recommendation of Fontys te Eindhoven.

Configuration management

Technical work will be saved in a GitHub repository with branches that include our part of the project.

Finances and risk

Project budget

For the entire project there is an estimated budget of €4000,-. Our part of the project will use €0,-, because the tools that are involved are supplied for free.

Risk and mitigation

If the communication does not run smoothly, there is a chance that it will take us more time to create the products, or we might not be able to finish said product within the planned sprint.

If we underestimate the learning curve, it could increase the time of our workflow. This could lead to not being able to finish all the sprint backlog.

If someone stops studying, we will not be able to finish everything within the sprint backlog.

If someone gets sick, the amount of work we can do will be less.