

# **Project Plan**

## ***Recipeasy***

**S-CB-05**

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### Version history

<b>Version</b>	<b>Date</b>	<b>Author(s)</b>	<b>Changes</b>	<b>State</b>
0.1	11-9-23	Imad	Base project plan	Draft
0.2	14-9-23	Imad	Added phasings, testing strategy, and Risk and Mitigation	Draft
0.3	18-9-23	Imad	Add stakeholders and minor grammar correction	Draft
0.4	21-9-23	Imad	Elaborate on the Testing Strategy and minor fixes in the Project Assignment chapter	Draft
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# 1. Project assignment

## 1.1 Current Situation

Cooking is a daily activity that demands time and effort. For people that have less experience, it can be quite a challenging task. In recent days, Most people would prefer to buy take out from restaurant than to cook themselves. It is a challenging task to look for recipes that iare both easy to cook and will not take too much time. Currently, there are not many application that provides someone with these kinds of recipes.

## 1.2 Problem Statement

Most recipes that can be found on the internet are scattered in various blogs made by different people everywhere. It is a hassle to search for specific recipes in so many different websites to look for the one that actually matches a certain criteria. People would also prefer to buy fast food instead of cooking themselves. There needs to be a way to make cooking fun and easy to follow.

## 1.3 Goal of the project

The goal is to create an application that is easy for the users to search for recipes that they desire. There will be 2 types of applications: website application, and desktop application. Users will be able to look for simple or complex recipes for them to cook in their homes with the website application. Users can also share their recipes in the application and they can also give feedback and favorite certain recipes. The desktop application will be handled fully by the admins. The admins of the application can hide or removes recipes that might be deemed problematic or troll article by people, while the user can only delete or hide the recipes that they have made.

## 1.4 The Stakeholders

The teachers can act as stakeholders during the semester, as they can influence the user requirements. The teachers that would impact the course of the project are:

- **Emma Mladenovska** (email: [e.mladenovska@fontys.nl](mailto:e.mladenovska@fontys.nl)) as the OOD teacher, the application will have to utilize the OOD concepts in the application
- **John Wijnen** (email: [john.wijnen@fontys.nl](mailto:john.wijnen@fontys.nl)) as the WAD teacher, he wants the web application to be responsive and easy to navigate, and also for the website to have proper authentication and authorization
- **Andreea Maican** (email: [a.maican@fontys.nl](mailto:a.maican@fontys.nl)) as the WKS teacher, she will make sure that the project has proper documentation and database structure in the application.

## 2. Activities and time plan

### 2.1 Deliverables

Deliverables	Delivery Date
Ideation Document	Week 1
Project Plan	Week 3
UML Diagram and Application with basic CRUD features	Week 5
Website with working features, URS document	Week 7
Test Plan	Week 11
Intermidate version of the application including the Test report of the application	Week 12
Final version Web Application, Desktop Application, and final UML Class diagram	Week 16

### 2.2 Phasing

Phases	What to Work on
Week 1	<ul style="list-style-type: none"><li>• Work on the ideation document</li><li>• Analyze problem and research to work on the individual assignment</li></ul>
Week 2	<ul style="list-style-type: none"><li>• Work on project plan</li></ul>
Week 3	<ul style="list-style-type: none"><li>• Work on the home page design of the website</li><li>• Add the 3 layer infrastructure</li><li>• Finalize Project Plan</li><li>• Start working on the URS and UML diagram</li></ul>
Week 4	<ul style="list-style-type: none"><li>• Work on the interactive pages (Recipe pages)</li><li>• Work on the logic and the Database layer</li><li>• Create the design for Login/Register page</li><li>• Start working on the CRUD functions on the application</li></ul>
Week 5	<ul style="list-style-type: none"><li>• Finalize URS and UML Diagram</li><li>• Implement basic CRUD functions</li></ul>
Week 6	<ul style="list-style-type: none"><li>• Make the basic design for the desktop application</li></ul>

Week 7-9	<ul style="list-style-type: none"> <li>• Continue improving the website and the desktop application</li> </ul>
Week 10	<ul style="list-style-type: none"> <li>• Create Test Plan</li> <li>• Add authorization and authentication</li> </ul>
Week 11	<ul style="list-style-type: none"> <li>• Add algorithm in the application</li> <li>• Start working on Unit testings</li> </ul>
Week 12	<ul style="list-style-type: none"> <li>• Improve algorithm and overall features of both the desktop and the website application</li> </ul>
Week 13 - 16	<ul style="list-style-type: none"> <li>• Finalize Unit testing and improvements for the final delivery of the application</li> </ul>

## 2.3 Non-Deliverables

- Maintenance plan
- Android application

## 2.4 Testing Strategy

The application will go through several testing processes in order to make sure that it works as intended and that the user interface is easy to understand and navigate. The main part to be tested are the logic layer, the database connection, and the user interaction. To do this the application will go through 2 (two) types of testing. One is user testing for the user interaction and to see if there are any bugs in the software, and Unit testing to see if all the algorithms and database connections are working as intended.

### 2.4.1 User Testing

The application will be tested by user that has no background in software engineering (i.e. Family Members, Friends from other courses). This is necessary to see if the user can easily navigate through the application and find the application useful. It is also- possible to find out if some contain bugs or errors.

### 2.4.2 Unit Testing

Unit testing will be added to see if the algorithm works as envisioned. All of the algorithm that will be tested are stored in the logic layer. The unit test will follow the AAA method of Arrange, Act, Assert.

### 3. Constraints and Risks

#### 3.1 Constraints

The constraints for the application are as follows:

Constraints	Explanation
Time	The project will start from September 14 <sup>th</sup> 2023 and will have to be finished by January 12 <sup>th</sup> 2024.
Team	Only 1 person will be working on the project
Development Platform	The application will be developed using C# in .NET Core 6.0

#### 3.2 Risk and mitigation

Risk	Prevention activities	Mitigation activities
Bad Time Management	Create a time table with tasks that has the biggest priority	Change plan accordingly. Make sure to not miss later
Health Issues	Try not to overwork and sleep as scheduled	Work at home. Do what is necessary.