Student Recipe Sharing Platform

Project plan

Ivet Yulianova Kalcheva S2-CB03 April 24, 2024 Version 4

Contents

Contact	3
Client	3
Team members	3
Current situation	3
Problem description	3
Project goal	3
Deliverables	4
Non-Deliverables	4
Constraints	4
Phasing	4
Deadline	4
System design	4
Implementation	5
Test	5
Gantt chart	

Contact

Client

Business: College Cuisine Innovations Inc

Representative: Ivet Kalcheva

Email: i.kalcheva@student.fontys.nl

Team members

Name: Ivet Kalcheva

Email: i.kalcheva@student.fontys.nl

Role: Developer

Current situation

Currently, College Cuisine Innovations Inc. relies only on traditional publishing methods, such as cooking books, with no information system in place for resource distribution. Their company's targeted audience primarily consists of university students looking for quick and budget-friendly recipes.

Problem description

The company is struggling to reach its intended audience with its recipes. Traditional methods of publishing are making it difficult for them to receive feedback from clients regarding their products. Furthermore, publishing a single book takes time, and they are unable to publish individual recipes occasionally. They also lack an online platform to feature their work or keep track of recipe distributions and other valuable information.

Project goal

The main goal of the Student Recipe Sharing platform is to transition from the traditional publishing to an online platform that is more engaging and accessible to university students. This will imply developing a user-friendly web and desktop application that would allow easy sharing, discovery, and collaboration on budget-friendly and quick-to-make recipes.

The web platform will enable communication between **users** through user profiles, recipe-sharing functions, ratings, and reviews. It will allow the users to scroll through a wide range of recipes that are easily searchable and cater to different dietary preferences, cooking skill levels, budgets, and time constraints.

For the **manager**, the **desktop platform** will provide efficient content management tools to upload and keep track of relevant statistics (new daily user registrations, recipes, etc.). This will reduce the time and effort required to publish and distribute cooking resources.

Deliverables

- * Documentation
 - * UML class diagram
 - * URS
 - * Test report
 - * Test plan
- * Desktop application
- * Web application
- * MSQL Database
- * Source code
- * Unit Tests

Non-Deliverables

- * Maintenance document
- * Training for future users
- * Hardware

Constraints

- * Deadline (June 14, 2024, 4:00pm)
- * Program in C#
- * Microsoft SQL server

Phasing

Deadline

* Fri June 14, 2024, 4:00pm (week 16)

System design

- * UML class diagram (13 hours)
 - * Researching
 - * Creating a draft
 - * Redefining diagram
- * Prototypes (12 hour)
 - * Designing wireframes for desktop application
 - * Designing wireframes for web application
- * Database Design (5 hour)
 - * Creating tables and columns
 - * Designing entity-relationship
 - * Redefining design

- * URS (6 hours)
 - * URS for the desktop application
 - * URS for the web application

Implementation

- Desktop Interface (4 hours)
 - * Creating the UI layout
 - * Implementing interface elements
- Web Interface (5 hours)
 - * Creating the UI layout
 - * HTML/CSS
- * Desktop Application (53 hours)
 - * Implementing functionality
 - * Testing and debugging
 - * Redefining
- * Web Application (55 hours)
 - * Implementing functionality
 - * Testing and debugging
 - * Redefining
- * Database (10 hours)
 - * Setup database environment
 - * Implementing database structure

Test

- * Unit test (15 hours)
 - * Identifying test cases
 - * Writing unit tests
 - * Executing tests and debug
- * Test plan (12 hours)
 - * Defining test objectives
 - * Creating test scenarios
 - * Documenting test plan
- * Test report (8 hours)
 - * Compiling test results
 - * Analysing test outcomes
 - Documenting test report

Gantt chart

