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Logo.jpgSummer Festival

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## Takeshi Unicorns

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# Project Statement

## Formal Client

Contact information

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Organisation name: Takeshi Unicorns

## Members

### Project Leader

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### Minute taker

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## 

## Current Situation

The client demands us to deliver a system for a social media event which will last for three days starting on Friday and ends on Sunday.

## Problem Description

We need to be able to make available payment systems for the visitors to pay entrance tickets, purchases, reservations both through a website or at the event entrance gate.

## Project Goal

The goal of this project is to deliver a system for organizing and handling social events.

## Project Deliverables and Non-Deliverables

### Must have requirements:

### The deliverables are:

- A website to make reservation on the camping ground

- Website for the user to:

- To advertise the event

- To register to the event

- To buy the ticket when they already registered

- Check their payment history (if they already register)

- Inspecting event status

- An application to be used:

- At the entrance of the event

- For camping and shops (Including the loan materials)

-When visitors leaves the event

- Application for converting the information in the PayPal - into a text file to the database.

### 

### The non-deliverables are:

* The source code of the application will not be delivered
* The training for users will not be offered
* We are not supplying the workers manual guide
* We are not going to update the events information on social media

## Project Constraints

### Constraint 1: Time

The project must be finalized in 5 months. 760 working hours

280 hours actual time

### Constraint 2: Budget

The budget for this project is € 16,000 - for the websites and the chipped bracelet. Also € 8000 for the whole team.

### Constraint 3: Website

We need to build a website, therefore we need to use Javascripts, CSS, PHP.

### Constraint 4: Application

We need to build an app for the events.

### Constraint 5: Language

The application and website will be delivered in English only.

## Project Risks

### Risk 1: Website crashing

Probability : Low.

Impact on Project : Medium

Step to prevent : Application is an alternative.

### Risk 3: Payment system failure

Probability : Medium

Impact on Project : Medium

Step to prevent : Test the payment system over and over again.

### Risk 4: Team member falling sick

Probability : Low

Impact on Project : High

Step to prevent : Make sure all member are following the project plan steps and have some basic knowledge of ICT.

### Risk 5: Not properly working app

Probability : Very Low

Impact on Project : Low - High

Step to prevent : Make lots of tests.

Clean up action : To fix the minor bugs

# Phases Diagram

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# Project Phasing

## Phase1: Initiation

**Deliverables:**

- Event theme

- Event Name and logo

- Event agenda and prices

## Phase 2: Designing the website and the GUI (M1)

**Milestones:**

- Make the website design

- Implement Database

- Design GUIs

- Start creating the Website

**Deliverables:**

- GUI Applications

- Database version 1

- Website version 1

## Phase 3: Coding Applications and Website (M2)

**Milestones:**

- Finish pages content and styling

- Get RFID reader and chips

- Make UML Design of classes

**Deliverables:**

- Website version 2

- RFID reader and chips

## Phase 4: Building the website and the application (M3)

**Milestones:**

- Add website functionality

- Create relations and SQL queries

- Connect Website and Database

**Deliverables:**

- Website version 3

- Applications version 1

- Database version 2

## Phase 5: Test (M4)

**Milestones:**

- Test the System

- Present to the client

**Deliverables:**

- System for social event