Project plan v2 

Date: 7/11/2019

Course: ProP Group:6

Team members:

- Atanas Draganov

- Kien Do

- Abdullah Alkhalaf

- Andreea Dumitru

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# **Project statement**

The purpose of this document is to describe the reason why we started the project and what are the goals we are aiming to achieve. The following topics will be included: client, team leader, information about other members, current situation, problem description, project goals, deliverables and non-deliverables, milestones, constraints and risks.

# **Client**

Our client is Mr. Frank Lepper of the ICT department from Fontys University Of Applied Sciences, located in Eindhoven, the Netherlands.

Contact information:

* Name: Frank de Lepper
* E-mail address: [f.delepper@fontys.nl](mailto:f.delepper@fontys.nl)
* Room: R1, 2.37

# **Team leader**

The leader of the team is Atanas Draganov of the ICT department from Fontys University Of Applied Sciences, located in Eindhoven, the Netherlands.

## Contact information:

* Name: Atanas Draganov
* E-mail: [a.draganov@student.fontys.nl](mailto:a.draganov@student.fontys.nl)
* Place to find: Rachelsmolen 1, Eindhoven

# **Team members information**

## Kien Do:

* E-mail: [k.do@student.fontys.nl](mailto:k.do@student.fontys.nl)
* Place to find: Rachelsmolen 1, Eindhoven

## Andreea Dumitru:

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- Place to find: Rachelsmolen 1, Eindhoven

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# **Current situation**

Our client’s company is specialized in organizing events which are rising in popularity throughout the years. Therefore, a software solution to maintain the next event is needed.

# **Problem description**

There will be a music festival organized by the client. Having in consideration the big number of people which would come to it, we need to finish the project on time. Otherwise, our client loses money and people attending the festival would not enjoy it to the fullest. To prevent that we need to make sure all the software solutions are delivered on time. Furthermore, a way to build the applications user-friendly need to be found.

# **Project goals**

The goal of this project is to build a website and several applications for the upcoming music festival. The website will be used for advertising the event, selling tickets and reserving camping spots. Every person attending the festival will have an account in which they can deposit money. It will be used for check-in and check-out as well. Moreover, we will need a few applications. One of them will be used for scanning a unique identification, generated from the website. This way people can check-in/out for the festival. Other applications will be made to manage buying food, drinks and loan materials, reserving camping spots and changing the balance of visitors based on what are their purchases.

Finally, a database which supports the website and the applications will be needed. It will contain all the visitors details, prices of all the materials from the shop and it will keep track of which items are out of stock.

# **Deliverables and non-deliverables**

The deliverables for this project are:

|  |  |  |  |
| --- | --- | --- | --- |
| **Deliverable name** | **Description** | **Status** | **Due date** |
| agendas+minutes | agendas and minutes of every meeting | complete | every week |
| project plan | a formal, approved document used to guide project execution and project control | complete | 29/10/2019 |
| setup document | a document contains details of the agreements between the client Mr Frank de Lepper and the team of TechQuest for the creation of the software for the event WinterFest. | complete | 29/10/2019 |
| process report | a document contains the minutes for all meetings and work division of the team. | complete | 29/10/2019 |
| website (front end) | first version of the website designed according to the clients requirements and wireframes agreed with the customer. | complete | 29/10/2019 |
| website wireframes | a visual guide that represents the skeletal framework and arranging elements of a website.Used to best accomplish customer requirements before actually start building the website. | complete | 29/10/2019 |
| full functional website | final version of the website designed according to the clients requirements (create account, buying tickets, reserve camping spot, festival info, review space, status overview) and wireframes agreed with the client. the to inspect the status of the event | complete | january 2019 |
| database design+ERD | A database containing all the information including ERD and database design | complete | 29/10/2019 |
| applications GUI design | a user interface designs that includes graphical elements, such as windows, icons and buttons.Used to determine the customer's requirements before actually start building application. | complete | 29/10/2019 |
| entry/exit app | An application to be used on the entrance of the event and on the entrance of the camping spots the same application will be used when a visitor leaves the event or camping spot. | complete | january 2019 |
| food/drinks app | An application to be used for selling food, drinks. | complete | january 2019 |
| loan materials app | An application to be used loaning materials. | complete | january 2019 |
| balance app | An application to convert the information from ATM to the database. | complete | january 2019 |
| demo presentation | A presentation about the project | In progress | january 2019 |

Non- deliverables :

|  |  |  |  |
| --- | --- | --- | --- |
| **Non-Deliverable name** | **Description** | **Status** | **Due date** |
| name + logo | a name and a logo of the team | complete | 7/10/2019 |
| Technical and model designs |  | complete | january 2019 |

# 

# **Constraints**

* **Language:** The Winter Fest event is not only for the Dutch people but is international, so we should use English as the main language for the whole project.(Such as the GUI of the application, the website and the tickets)
* **Time** : We need to hand in the deliverables in time.
* **Quality :** The quality of the prototypes should be as high as possible. This means that the team should only implement fully functional and likeable design.
* **Programming :** All the apps should be done on C#.

# **Risks**

The table below showcases the risks for the project, the probability, the influence on the project and ways to prevent those risks.

|  |  |  |  |
| --- | --- | --- | --- |
| **Risk** | **Probability** | **Influence on the project** | **Methods to prevent** |
| Lack of communication  or team members not presenting their ideas | Low | High | The project leader can encourage members to share their opinion. |
| The budget for the event is not enough. | Low | Medium | -making a decision on how to fit in that budget  - adding more money to the budget |
| Team members do not hand in deliverables in time. | Low | High | Each member can organize his time in order to complete a certain task before the deadline. |
| The team is not aware of how to solve a minor problem which can lead to missing a deadline. | Medium | Medium | -If one person is responsible for this problem, other team members can help solve it.  -Finding more resources will be a good idea too. |

Table 1- Risks and methods to prevent them

# **Project phasing**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Initiation** | **Design** | **Realization** | **Finalizing** | **Presenting** |  |
| **Meeting with the client** | GUI for the applications | C# applications | Debugging | Meeting with the client |  |
| **Name and logo** | Wireframes and static part of the website | Website |  | Presenting the product |  |
|  | ERD and database design |  |  |  |  |
| **1 week** | 5 weeks  **M1** | 6 weeks  **M2** | 2 weeks | 2 weeks | Time required |

## Phase 1: Initiation

### Activities:

* Interview with our client
* Deciding upon a name and a logo of the team

Estimated time – 1 week

## Phase 2: Design

### Activities:

* Designing a Graphical User Interface(GUI) for the applications
* Designing several wireframes for the website
* Designing an ERD

Estimated time – 5 weeks

### Deliverables for milestone 1:

* All the GUI’s for the applications
* Wireframes
* An ERD(Entity Relationship Diagram)

## Phase 3: Realization

### Activities:

* Creating all the C# applications
* Building the website
* Connect the applications and the website to a database

Estimated time – 6 weeks

### Deliverables for milestone 2:

* Several C# applications
* A functional website

## Phase 4: Finalizing

### Activities:

* In depth searching for bugs in the applications and the website
* Fix all the bugs

Estimated time – 2 weeks

### Deliverables for milestone 3:

* A prototype of the whole product

## Phase 5: Presenting

### Activities:

* Meeting with the client to evaluate the product
* Presenting the product

Estimated time – 2 weeks

### Deliverables for milestone 4:

* Finished C# applications
* A fully functional website