Project Planning

Name: Lucas Jacobs
Pcn: 490692
Class: S3 CB-05
Teachers: Jacco Snoerren, Maja Pesic
Date: 2022-09-16
Word count: 1430

Version History

Version	Date	Author(s)	Changes	State
1	2022-09-16	Lucas Jacobs	Begin the project plan. First user stories with acceptance criteria, a short introduction, Prioritization, estimation, and planning.	In progress

Contents

Introduction

In this document, you will find a summary of what Lucas's project is about. Furthermore, this will be done by giving some information about the application and users, but also by viewing a scheme on how Lucas is going to approach this project.

Short description of the application

For this individual project, Lucas is going to make a web application that is based on finding your travel buddy. With this application, someone that is traveling alone to a country can find a buddy to travel with.

User stories

Standard User

US-01

AS a user I WANT a notification when someone liked my post about finding a travel buddy SO I can start the conversation much quicker.

Scenario: The user has started a conversation after a match.
Given that the user has liked a post of a person and that the person liked him back.
When the user will get a notification from the system.
Then the user can start the conversation.

US-02

AS a user I WANT to be able to see reviews of how the place is where I am going SO I will get a much better view of what I can expect.

Scenario: The user adds a place where he is going and views the reviews.
Given that the user has set the location to Rio de Janeiro.
When he presses the button 'view reviews.
Then the user sees all the reviews of that place and knows what to expect.

US-03

AS a user I WANT to be able to set preferences on what kind of people I want to see SO I will have a higher possibility to find my preferred travel buddy.

Scenario: The user found a match with someone that is also studying math.
Given that the user has set his interests to "I like maths".
When the user is swiping to find a match to travel with.
Then the user finds someone that is also interested in math.

US-04

AS a user I NEED to see my liked travel buddies SO I can keep track of my potential travel buddies

Scenario: the user has some matches with other users.
Given that the user has signed in as a standard user.
When the user opens his 'friend's page'.
Then the system shows all the user's friends that can be potential travel buddies.

US-05

AS a user I WANT to be able to remove someone from my friend list SO I can have a better overview of the people that can be travel buddies.

Scenario: a user ends up removing someone from his friends after some chatting.
Given that the user has chatted with a person.
When the user has lost interest in the other person.
Then the user removes the person from his friends.

US-06
AS a user I WANT to chat with someone when we both liked each other SO I can see if we meet our expectations.

Scenario: a user finds a match with someone and is starting to chat.
Given that the user is finding a travel buddy and liked a post.
When The person liked the user back.
Then they can start to chat with each other.

US-07
AS a user I WANT to be able to update my profile status SO people can have a better view of me.

Scenario: a user is not happy with his profile description and decides to change it.
Given that the user is logged in and is seeing his profile.
When the user presses the button 'edit profile.
Then the user can change his profile to his standards

US-10
AS a user I NEED to be able to like a person SO that person knows that I am interested.

Scenario: The user sees someone that he is interested in.
Given that the user has read the post from a person.
When the user thinks the person is a potential travel buddy.
Then the user likes the post.

Staff User

US-08
AS a staff I WANT to be able to filter reports of complaints based on different kinds of variables SO I will have a better overview and be more in control.

Scenario: a logged-in staff user views the complaints.
Given that the staff user is on the page to view the complaints
When the staff user wants to filter the complaints in alphabetical order.
Then the staff user will have a better overview of the reports.

US-09
AS a staff I WANT to be able to ban someone when they broke the rules SO the application will be more friendly and fewer people will be violated.

Scenario: a staff user bans someone because of a violation.
Given that the staff user is in the report section
When the staff user finds the report violated enough and has the evidence
Then the person who violated someone will be banned.

Prioritization

We will prioritize the user stories based on the MOSCOW structure.

Must
US-03
US-04
US-05
US-06
US-07
US-09
US-10
Should
US-02
US-08

Could
US-01

Won't

Estimation

User stories	Estimated time	MOSCOW
US-01	4 days	🟨
US-02	6 days	🟧
US-03	1 week	🟥
US-04	3 days	🟥
US-05	3 days	🟥
US-06	1 week	🟥
US-07	5 days	🟥
US-08	3 days	🟧
US-09	1 week	🟥
US-10	6 days	🟥

Note: MOSCOW Colouring meaning.
- MUST 🟥
- SHOULD 🟧
- COULD 🟨
- WON'T 🟩

Phasing

During this project, Lucas is going to work with the Iterative methodology also known as sprints. Every three weeks there is a sprint where Lucas needs to deliver certain things. Every week and after every deadline of a sprint, Lucas will discuss with his teachers what can be better and what went well. After every deadline, Lucas will then start to make a plan by gathering all the available information and by making notes during conversations.

Planning per sprint

After each sprint, Lucas is applying the feedback that the teacher gave him.

Sprint 1:
- Starting with getting an idea of what I want to do.
- Starting documentation with how the application is going to function and looks.
- Setting up a GIT repository to keep track of the progress.
- First setup of a Restful API for the application.

Sprint 2:
- Continuing on documentation. Gives a more clear inside on why Lucas is using certain software. Start with the design document.
- Making the prototype of the front end and back end.

Sprint 3:
- Continuing on the design document.
- Making a Test plan.
- Quality assurance in Git.
- Making a research document.
- Making a second prototype of the application.

Sprint 4:
- Design document version 3.
- The first release version of the application.
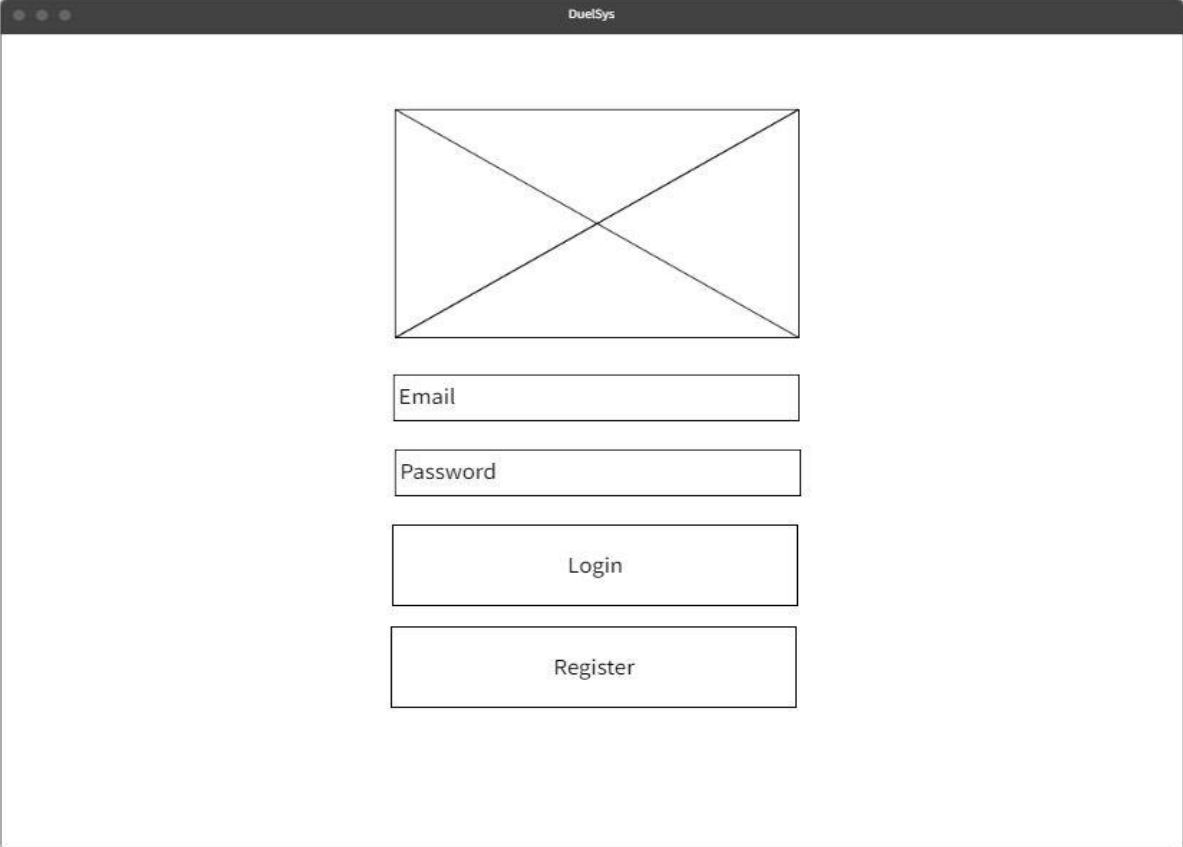- Feedback report.
- Quality assurance metrics.

Sprint 5:
- Finalizing the design document.
- Security report about the application.
- Second release version.
- Working on the product and features.

Sprint 6:
- Finishing the last thing.
- Up-to-date product.
- Web performance review document.

Wireframes

With this page, a user of the app or a staff member can log in. If they don't yet have an account they can click "Register" which will send the user to the page where he can make an account. When you have an account, you can log in with your email and a password.

Figure 1: login page

When you have logged in as a standard user, you will see this page. On this page when you have set your settings on what kind of travel buddy you want to search for, you can start pressing the buttons. When you like someone's profile you press the button "LIKE", on the other hand when you don't like the user's profile you can say "SKIP".
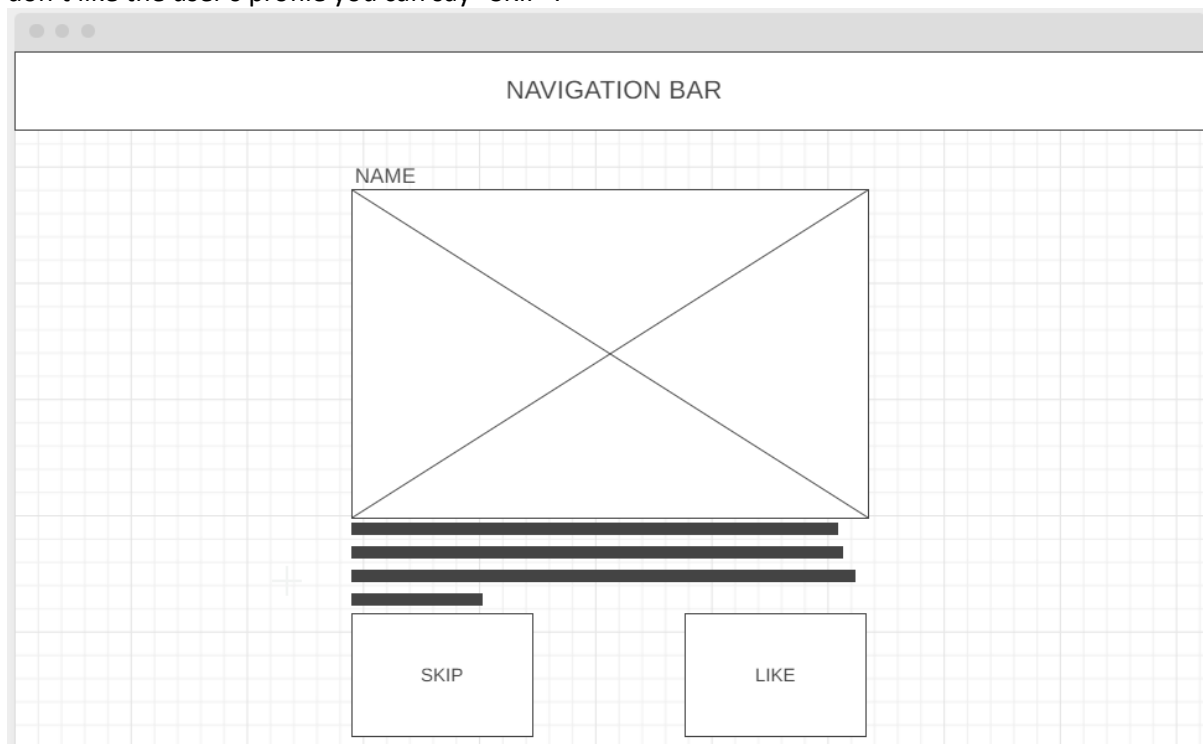

Figure 2: home page

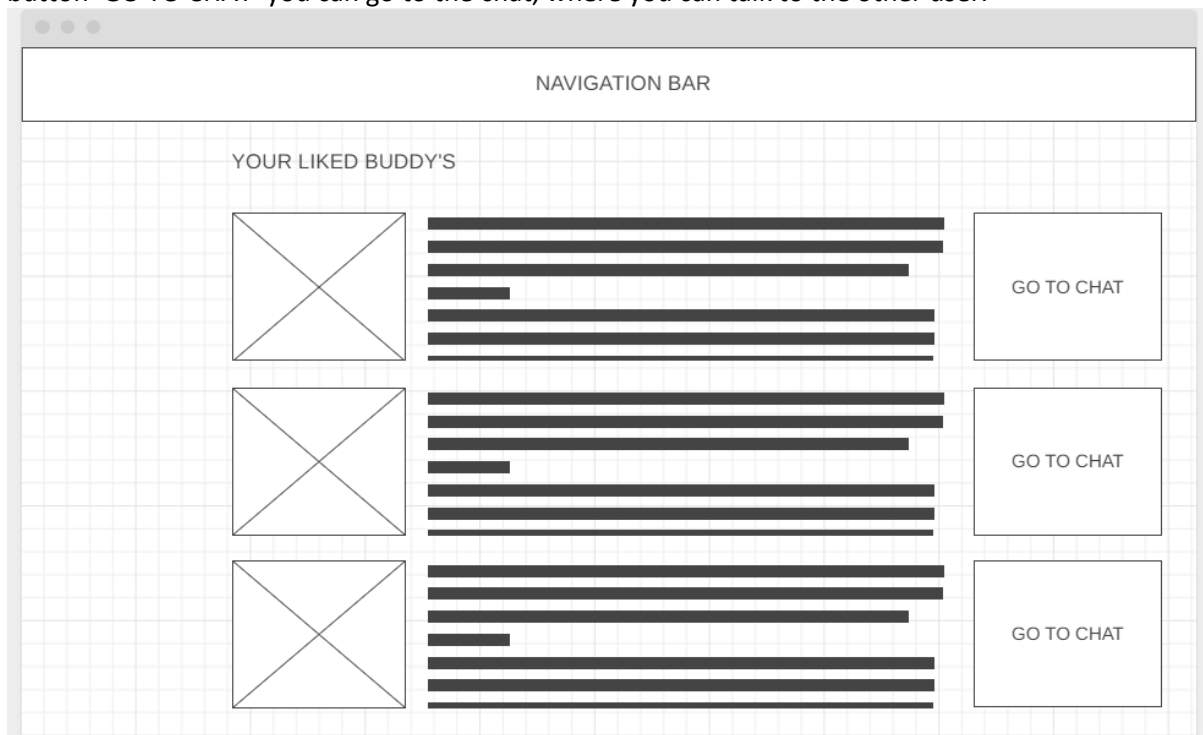When you have a match with another user, they will be shown in this section. When you press the button 'GO TO CHAT' you can go to the chat, where you can talk to the other user.

Figure 3: liked buddy's page