Project plan

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Contents

Introduction

In this project plan that is made by Lucas Jacobs, the stretch of the project will be covered and the main information about the project will be explained.

Client

The client of the company DuelSys has sent us instructions on what the requirements are.

Lucas Jacobs

The synthesis assignment is an individual assignment. Lucas Jacobs can be contacted via teams or by mail.

Current Situation

For now, Lucas Jacobs needs to make a software solution for the company DuelSys inc. Currently, the software needs to allow customers (sports associations) to manage their sports tournaments. This needs to support a so-called ‘round-robin’ tournament system for badminton. The software solution will exist of a desktop application that will be used by the sports association staff, to organize tournaments and a web application used by players to find information about tournaments. At this time, there are some other persons working on the same solution.

Problem Description

DuelSys has no system to manage tournaments for sports associations. When Lucas Jacobs has created the solution for DuelSys this could solve a lot of problems. First of all, sports associations do not have to use methods like for example getting a mail with instructions for a tournament and signing up by sending a mail. Also, the staff of a sports association has less work with setting up a tournament, they can just easily add or update a tournament and the scheduling of the matches will be done automatically.

Project Goal

This project’s goal is to deliver a working solution that will allow customers of DuelSys to manage their sports tournaments.

Deliverables

- A desktop application
- A Web application
- A database
- User requirements specification
- A UML-Class diagram
- Project plan
- Test plan
- Test report

Non-deliverables

- Minute meetings with the tutor

Constraints

At this time (2022-05-06), Lucas is still developing his coding skills. The functions that the client asks for, will be difficult but with the right schedule, it will be possible.

Also, for the time being, the knowledge of Lucas's coding is very basic, for the functions that Lucas needs to implement, this will not be a problem. But, because of the lack of experience and professionalism, the implementation will be less optimal.

Phasing

Until the deadline, Lucas is going to work with the Iterative methodology. In this way Lucas is going to keep track of everything so things can be improved on time. The plan will be that every week there is an iterative phase and Lucas will discuss things he can improve on with his tutor. After a meeting with the tutor, Lucas starts making a plan by gathering available information and by making notes.

To continue on that, Lucas will then try and improve the designing part, by first of all improving on the UML class diagram. And after that Lucas will implement the feedback on the design of the desktop- and web application. So when this is finished, everything is straightforward to work with because it gives more clarity.

After the designing part is finished, we continue with the programming. This will be based on the UML class diagram we updated in the design part. This phase will probably take most of the time every week because it is the hardest part and the code needs to be changed quite often.

When programming is done and it looks like a working application, Lucas will start testing the code. This requires also a lot of time because the code needs to be error-free and code changes need to be made.

When everything is done, Lucas will present it to the tutor and discuss everything again on where he can improve on and what he did right.

Planning per week

Sprint					
1	Week 13				
	Monday	Tuesday	Wednesday	Thursday	Friday
	- Working on the solution.	-Preparing the tutor meeting - Finalising the current solution of the planned things that needed to be finished.	Tutor meeting - Show the current state of the software solution. - Ask questions about the whole solution. -Apply feedback.	- Improve the project plan based on feedback - Improve/Update the URS - Working on the solution	-Working on the solution/unit testing
2	Week 14				
	Monday	Tuesday	Wednesday	Thursday	Friday
	-start making the test plan. -continue working on a solution.	-Prepare for the tutor meeting. - Finalising the current solution of the planned things that needed to be finished.	Tutor meeting - Show the current state of the software solution. - Ask questions about the whole solution. -Apply feedback.	- Improve/Update the documentation - Working on the solution	-Working on the solution/unit testing.
3	Week 15				
	Monday	Tuesday	Wednesday	Thursday	Friday
	-continue working on a solution.	- Finalising the current solution of the planned things that needed to be finished.	Tutor meeting - Show the current state of the software solution. - Ask questions about the whole solution. -Apply feedback.	- Working on the solution -Apply feedback on the documentation.	-Working on the solution/unit testing.
4	Week 16				
	Monday	Tuesday	Wednesday	Thursday	Friday
	-Finalizing the documentation. -continue working on a solution.	- Finalising the current solution of how I would deliver it in this state.	Tutor meeting -Show the current state of the software. - Ask the final questions and improvements to the solution. -Apply feedback.	-Working on the solution - Finishing everything.	-Finalizing the last things. -Submit the solution.

Sprints	Planning to be ready
I	Functional Requirements one and two + feedback + Documentation of the URS and Project plan
II	Apply feedback phase I + Functional Requirement three, four, and five + Documentation: test plan
III	Apply feedback phase II + Documentation + Major and minor functional requirement
IV	Apply feedback phase III + Finalizing everything + Finished solution

Figure 1: Planning per sprint.