**Project Plan**

***Takami***

Fishing webstore

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| --- |
| **Date : 15-09-2020** |
| **Version : 1.0** |
| **State : Draft** |
| **Author : Moni Manolov** |

#### Version history

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Version** | **Date** | **Author(s)** | **Changes** | **State** |
| 1.0 | 15-09-2020 | Moni Manolov | Initial Draft |  |

**Distribution**

|  |  |  |
| --- | --- | --- |
| **Version** | **Date** | **Receivers** |
| 1.0 |  |  |

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# Project assignment

## Context

Takami is a big chain of shops which provides fishing gear. They are selling all fishing gear that a fisherman needs for his hobby. They want to have their own website which will help them to sell their items easier.

## Goal of the project

The goal of the project is to make a fully functional webshop, where clients can order all the gear that Takami provides. Also, they will have a basket where they can store the items they want to buy. Depending on his number of orders the client receives discount for the next order. Managers of the store can add new products, update old products, delete products, also they can see the orders of client.

## Scope and precondition

|  |  |
| --- | --- |
| **Inside scope:** | **Outside scope:** |
|  |  |
|  |  |

## Strategy

I will follow the agile scrum methodology. One of the advantages are that the project will be done in sprints 5, each of them is 3 weeks. At the start of each sprint the goal for the upcoming 3 weeks should be declared and at the end the stakeholders can give a feedback based on the work, which has been done through this sprint. The product can be changed depends on the feedback.

## Research questions

* How this website will make the work of the staff of the fishing store easier?
* What are the advantages of the client for this online shopping of fishing gear?
* How can the employees keep track of the number of orders that certain client has made?
* How all the user’s credentials will be secured?

## End products

The end product is going to be a fully functional website, where all the fishing gear of the store will be displayed. The staff of the shop can easily create, update, delete a product. They can keep track of the orders, which certain client has made to calculate his discount for the next order. The clients should have an accounts to make an order. The credentials of the clients will be safely stored in the database.

# Project organisation

## Stakeholders and team members

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Abbreviation** | **Role and functions** | **Availability** |
| *Kiavash Bahreini*  kiavash.bahreini@fontys.nl | *P.O. / S.M. / P. M.* | *Scrum master, Product owner, Project manager* | *Always we arrange a meeting* |
| *Georgios Metaxas*  g.metaxas@fontys.nl | *P.O. / S.M. / P. M.* | *Scrum master, Product owner, Project manager* | *Always we arrange a meeting.* |
| *Moni Manolov*  kostadinov.manolov@student.fontys.nl | *D.* | *Developer* | *Always* |
| *User* | *USER* | *End user* | *-* |

## Communication

I am going to work in 5 sprints each of them is 3 weeks. I am going to communicate with the project owners and the project managers one time per week at least. We will arrange a meetings in Microsoft Teams where they can give their feedback for my project and to be sure that I am on the right way to the goal of the project.

# Activities and time plan

## Phases of the project

I have divided my project in 5 phases, which are analysis, design, development, testing and presentation. I have presented them in my gantt chart.

## Time plan and milestones



# Testing strategy and configuration management

## 

## Testing strategy

## The API calls will be tested with the Postman application, where it can be given relevant information about the status of the responses, because not all of the calls can be tested with the browser. I will do also unit tests for the classes.

## Test environment and required resources

The test environment will be done with Postman for the API calls and IntelliJ for the Unit tests.

## Configuration management

I will be using the provided software from Fontys GitLab, because it gives control over versions of the code.

# Risk

## Risk and mitigation

|  |  |  |
| --- | --- | --- |
| **Risk** | **Prevention activities** | **Mitigation activities** |
| 1. Illness | Keep all the recommendations for preventing an illness | Inform the project owners |
| 1. Lack of time | Have a good planning and stick to it | Inform the project owners and ask them to give me an advice |