Project Plan

ProP

Group   : MAD projects (ProP-17)
Group Members:

David Hooi (3587460)
Dimitar Ivanov(3476529)
Maria Khovanskaya(3648818)
Martin Grigorov(3476596)

Fontys ICT

English stream

Date   :
Version : 0.6

TABLE OF CONTENTS

1. Project Statement

1.1. Versions overview

Version	Date	Description
0.1	10-02-2019	Plan of draft project plan Added group overview and draft document structure
0.2	10-02-2019	Added deliverables, project goal, project description
0.3	12-02-2019	Added logo, introduction, current situation, constraints, risks
0.4	03-02-2019	Added Tasks and milestones
0.5	24-03-2019	Looked over document and fixed spelling and grammar mistakes. Also altered the Client, Problem description, Current situation and, Task and Milestones section
0.6	25-03-2019	Added screenshots of time visualization

1.2. Introduction

Nowadays young people love to participate in different kinds of events just to have fun and spend time with their friends. But big events like these are visited by hundreds of people, that's why organizing such an event is not a simple job. First of all, you need something to inform and introduce people to your event. A website is perfect for giving all the information and planning of an event. Many different software-based applications are needed that can be used to help you keep track of all the people entering or leaving the event. Except that there are many transactions happening on site, so having applications that support that is a necessity. For fulfilling the client's requirements, the company should talk with the client to inform him about every decision they make.

1.3. Client

The client is a commercial company specialized in organizing events. The client requested our team to create a software solution that manages events. This includes a website, database and various applications. The client expects our team to create a software solution that meets all the given requirements. We are also expected to keep the client updated on the status of the project and meet every deadline given by the client.

We expect the client to be ready to answer questions in order to get more insight into what exactly they desire and review documents in a timely manner. Also, be professional and provide a single point of contact for project management issues.

1.4. Group Overview

Role	Name
Project Manager	Maria Khovanskaya
Secretary	Dimitar Ivanov
Members	David Hooi
	Martin Grigorov

(Project manager- The person in overall charge of the planning and execution of the project.)
(Project Secretary- A project secretary provides administrative support to project teams in various industries, involves tasks such as ordering supplies, creating and processing, and organizing meetings.)

Maria Khovanskaya
21 y.o., class E-B21
Experience: C#, Java, SQL. A bit of experience with Python, C++, web-development (mostly HTML/CSS, a bit of JS, PHP), familiar with XML/XSLT, Linux, UML. Worked as third-line support for a C# & SQL application with three-tier architecture, therefore has some experience with different architectures of client-server applications. Has Bachelor of Information Systems and Technology (ITMO, St Petersburg, Russia)
Strong points: passionate for programming, responsible, disciplined, productive
Weak points: not social (communication problems), not stress-resistant, inattentive to details

Dimitar Ivanov
20 y.o., class E-S26
Experience: Finished a starter course C# just to get a taste of programming, after that began studying in Fontys and everything else I learned here this first semester. Studied architecture before university so I have done a lot of projects and know what it's like to work on something big and having a deadline. All my life I enjoyed everything connected with computers. Built my entire PC all alone when I was 13. I'm very interested in exploiting (jailbreaking, hacking).
Strong points: perfectionist when it comes to technologies, responsible, patient, supportive
Weak points: can get too focused on doing it "my way", documents

David Hooi
18 y.o, class E-T21.
Experience: C#, SQL, mostly university related
Strong points: creative problems solver, passionate programmer, punctual, cool under pressure, responsible and good at meeting deadlines
Weak points: not social (communication problems), stress prone and not good at planning and coordinating teammates

Martin Grigorov
19 y.o., class E-S22
Experience: C# and SQL, mostly university related.
Strong points: He is good at solving problems, programming, code testing, planning and coordinating with teammates and communicating. He is always going for creative solutions and motivating his partners to think creatively. He also will think about the compliance of the deadlines.
Weak points: He is not getting work done fast, but precisely. Not good with taking group decisions and often has difficulties resolving conflict with teammates.

1.5. Current Situation

The event takes place on a big terrain with a lot of space for visitors/stages/tents, whatever the event requires. Part of this terrain is reserved for the camping ground, where visitors can stay for the night. Because the event is organized by a commercial company, they want to make a profit. Money can originate from: visitors purchasing tickets to enter the event, buying food, drinks, or souvenirs, and loaning products (such as photo cameras, flashlights, etc.). To make it easier for the visitors, visitors have to place event credits on their account to pay inside the event. Because the event will last more than one day, people can rent a camping spot. Last but not least, banks will place ATM machines on the terrain which allow visitors to deposit money on their account. These machines provide log files.
This information was retrieved from the interview with the client:
"We want a website that informs people about their event. It should allow people to reserve entrance tickets and camping spots. Once the event starts, we would like to be able to check if someone has purchased a ticket or not. Once it is clear that the person is indeed a visitor, he/she should be assigned some form of identification for inside the event. At certain points, visitors could become hungry and/or thirsty, so there are stands that provide food and drinks. In order to pay with the event currency, the identification can be used to charge the costs on the visitor's account. Once it gets late, some visitors will want to sleep for the night, which is only possible if he/she reserved a camping spot. So the camping will be required to have its own check-in/check-out application. Last, it should be possible for visitors to deposit money to their account in two ways: before the event through the website, and on the event, by ATM machines which a bank has provided. You should be able to add the funds from the logs to the related visitor's account."

1.6. Problem Description

The client has requested a software solution to manage events because when their events started to attract more visitors and it became increasingly difficult to manage events without a proper software solution. When managing events there are many different parts to consider and for a software solution to be considered a success the solution must contain the following:
- A website that informs people about the event and allows the reservation of tickets and camping spots
- Applications that check visitors in and out of the event and camping
- Applications that support the shops (food/drinks/souvenirs) and the loan stands
- An application that allows the organization to get a clear status overview of the event
- A database supporting all the applications

- An application that changes the balance of the visitors based on the ATM log files

1.7 Project Goal

The goal of the project is to create a software solution that consists of a website that informs people about the event and allows the reservation of tickets and camping spots, applications that check visitors in and out of the event and camping. There should also be applications that support the shops and loan stands, an application that allows the organization to get a clear status overview of the event and an application that changes the balance of the visitors based on the ATM log files. All of the applications should be supported by a database.

1.8 Deliverables and Non-Deliverables

Deliverables block 1

Documentation
1. **Agenda's and minutes of every meeting** – short records about every group meeting.
   IMT (%): (15%)
   Reason: based on the size of the task and estimated the amount of work.
2. **A name and logo for the group.**
   IMT (%): (5%):
   Reason: based on the size of the deliverable and estimated the amount of work.
3. **A project plan** - a full project plan document with the project statement and project phasing.
   IMT (%): (30%):
   Reason: based on the size of the document and the estimated amount of work.
4. **A setup document** – a document containing processes description, functional requirements, GUI, website wireframe and ERD of the project.
   IMT (%): (30%):
   Reason: based on the size of the document and the estimated amount of work.
5. **A process report** – report of work that was done: minutes, description of who did what, mark justification, individual reflections on the project.
   IMT (%): (20%):
   Reason: based on the size of the document and the estimated amount of work.

Program
1. **A website wireframe** – a visual guide that represents the skeletal framework of a website.
   IMT (%): (35%)
   Reason: based on the amount of work.
2. **A website (static part)** - a website that informs people about the event (a static part of it).
   IMT (%): (35%):

Reason: based on the amount of work.
3. **A database design** - determines what data must be stored and how the data elements interrelate.
   IMT (%): (30%):
   Reason: based on the amount of work.

Non-Deliverables block 1

Deliverables block 2

Documentation
1. **A presentation about the project** – a presentation where the final product is presented and explained
   IMT (%): (20%)
   Reason: based on the size of the task and estimated the amount of work.
2. **Agenda's and minutes of every meeting** – short records about every group meeting.
   IMT (%): (20%)
   Reason: based on the size of the task and estimated the amount of work.
3. **A process report –** report of work that was done: minutes, description of who did what, mark justification, individual reflections on the project.
   IMT (%): (60%):
   Reason: based on the size of the document and the estimated amount of work.

Program
1. **An application to be used at the entrance of the event** – at the entrance of the event, the application should be able quickly to check if a visitor is allowed to enter.
   IMT (%): (7,5%)
   Reason: based on amount of work.
2. **An application to be used at the entrance of the camping -** if visitors reserved a camping spot the application should be able to check if the group has paid
   IMT (%): (7,5%):
   Reason: based on the amount of work.
3. **An application to be used at the shops** - the application checks the unique identity number of the visitor, generate a receipt and lower the balance of the event-account of the visitor by the amount of the purchase
   IMT (%): (7,5%):
   Reason: based on the amount of work.

Fontys

4. **An application to be used at the stand, where you can loan materials** – the application checks the unique identity number of the visitor, generate a receipt and lower the balance of the event-account of the visitor by the bill of the loaned materials.
   IMT (%): (7,5%)
   Reason: based on amount of work.

5. **An application to be used when a visitor leaves the event -** when a visitor leaves the event the application checks the balance of his/her event-account. It then tells the employee how much money to return to the visitor. It then marks the event-account as invalid. It also checks if there are loaned materials on the event-account and if it is so it tells the employee.
   IMT (%): (10%):
   Reason: based on the amount of work.

6. **An application for the organization to inspect the status of the event** - the application should show the following:
   - Visitor status & Visitor history
   - Visitors present at the event
   - Total visitors (to visit the event)
   - The total balance of all visitors together & the total spent money
   - Camping statistics (booked and free spots)
   - Total money sold per shop
   - The total amount of a certain product sold
   IMT (%): (15%):
   Reason: based on the amount of work.

7. **An application to convert the information in the transaction-log-file to the database** – this application will transfer the information from text files to the database.
   IMT (%): (5%)
   Reason: based on the amount of work.

8. **A website (fully functional) -** a website that informs people about the event. It should allow people to reserve entrance tickets and camping spots. visitors of the event should have the possibility to communicate about their experiences, by posting messages on some review space on the website.
   IMT (%): (40%):
   Reason: based on the amount of work.

Non-Deliverables block 2

1.9 Constraints

1. **Time** – We only have a limited amount of time to complete the project, but if we were given more time we may be able to produce a better end product. Because we do more research or testing.

Fontys

2. **Scheduling** – The team members are from different classes, causing it to be difficult to find an open time in the week where we can all meet up and work together.

3. **Skills** – Not all of our team members are experienced developers. Meaning the work will be a bit slower.

1.10 Risks

| Risk	Probability	Effect	Solution
Lack of time	**Low**	This can lead to an incomplete project.	When planning for this project, we will be generous with the allocated time slots to ensure we don't have a time shortage but instead extra time
Change to strategy	**Low**	If the change in the strategy is late in the project this might lead to an incomplete project.	We will minimize this risk by researching as much as we can before we start designing the software solution so that we can choose the right design from the start and not have to change it late in the project
Members problems	**Medium**	A shortage of staff might lead to overworking and exhaustion preventing us from performing to the best of our abilities.	Clear communication between members is needed to avoid any conflicts between members miscommunications
Incorrect interpretation of requirements	**Low**	Incorrectly interpreting the requirements given by the client can lead to delivering an end product that does not meet the client's requirements.	Write down any exchanges with the client, frequently ask questions and go over the requirements with the client and group members
Quality	**Low**	If the quality of our end product is low we will have an insufficient end product.	Conduct research in order to have a good understanding of the technologies and methods needed to

Fontys

			deliver a high-quality end product

PROJECT PHASING / PLANNING

2.1. Visual overview and Time estimation

FHICT (C) Copyright All Rights Reserved
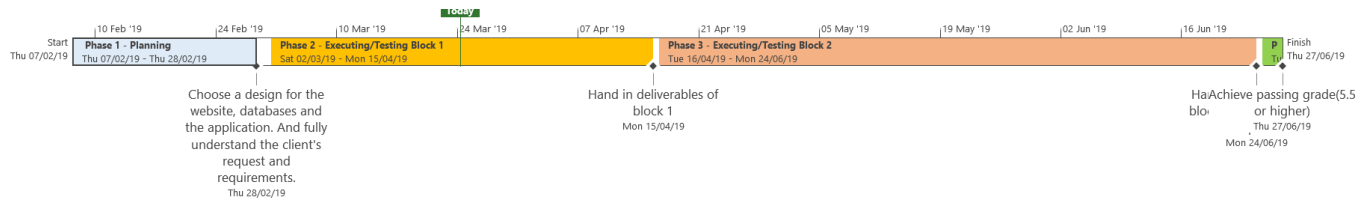
ID	Task Mode	Name	Duration	Start	Finish	Predecessors	Resource Names
1	⬌	☐ Phase 1 - Planning	16 days	Thu 2/7/19 8:00 AM	Thu 2/28/19 5:00 PM		
2	👤	Assemble team	1 day	Thu 2/7/19 8:00 AM	Thu 2/7/19 5:00 PM		Everyone
3	👤	Discuss the clients request within the	7 days	Fri 2/8/19 8:00 AM	Mon 2/18/19 5:00 PM		Everyone
4	👤	Determine the strengths of each group	3 days	Fri 2/8/19 8:00 AM	Tue 2/12/19 5:00 PM		Everyone
5	👤	Determine a meeting time and place to	1 day	Fri 2/8/19 8:00 AM	Fri 2/8/19 5:00 PM		Everyone
6	👤	Agree on a name for our team	1 day	Fri 2/8/19 8:00 AM	Fri 2/8/19 5:00 PM		Everyone
7	👤	Create a fitting logo	2 days	Mon 2/11/19 8:00 AM	Tue 2/12/19 5:00 PM		Dimitar
8	👤	Research similar software solutions us	5 days	Tue 2/12/19 8:00 AM	Mon 2/18/19 5:00 PM		Everyone
9	👤	Determine the language that will be us	1 day	Mon 2/18/19 8:00 AM	Mon 2/18/19 5:00 PM		Everyone
10	👤	Brainstorm together to in order to con	3 days	Mon 2/18/19 8:00 AM	Wed 2/20/19 5:00 PM		Everyone
11	👤	Choose database design	5 days	Mon 2/18/19 8:00 AM	Fri 2/22/19 5:00 PM		Maria
12	👤	Choose website design	4 days	Mon 2/18/19 8:00 AM	Thu 2/21/19 5:00 PM		Dimitar
13	👤	Choose a design for applications	7 days	Sat 2/16/19 8:00 AM	Mon 2/25/19 5:00 PM		David & Martin
14	👤	Write the use cases of the applications	5 days	Fri 2/22/19 8:00 AM	Thu 2/28/19 5:00 PM		Everyone
15	👤	Determine functional requirements	4 days	Fri 2/22/19 8:00 AM	Wed 2/27/19 5:00 PM		Everyone
16	👤	Choose a design for the website, datal	1 day	Thu 2/28/19 8:00 AM	Thu 2/28/19 5:00 PM		
17	⬌	☐ Phase 2 - Executing/Testing Block	26 days	Sat 3/2/19 8:00 AM	Mon 4/15/19 5:00 PM	1	
18	👤	Create the GUIs for the applications	19 days	Sat 3/2/19 8:00 AM	Wed 4/3/19 5:00 PM		David & Martin
19	👤	Create the website wireframe	5 days	Sat 3/2/19 8:00 AM	Thu 3/14/19 5:00 PM		Dimitar
20	👤	Create the entity relationship diagram	5 days	Sat 3/2/19 8:00 AM	Thu 3/14/19 5:00 PM		Maria
21	👤	Code and test the static part of the we	10 days	Sat 3/16/19 8:00 AM	Thu 3/28/19 5:00 PM		Everyone
22	👤	Create the database	7 days	Thu 3/14/19 8:00 AM	Fri 3/22/19 5:00 PM		Maria
23	👤	Finalize deliverables of block 1					Everyone
24	👤	Hand in deliverables of block 1					
25	⬌	☐ Phase 3 - Executing/Testing Block	42 days	Tue 4/16/19 8:00 AM	Mon 6/24/19 5:00 PM	17	
26	👤	Code and test the dynamic part of the	20 days	Tue 4/16/19 8:00 AM	Wed 5/22/19 5:00 PM		Everyone
27	👤	Code and test the applications	20 days	Tue 4/16/19 8:00 AM	Wed 5/22/19 5:00 PM		Everyone
28	👤	Test how the website, database, and a	9 days	Thu 5/23/19 8:00 AM	Tue 6/4/19 5:00 PM		Everyone
29	👤	Fix any issues found when testing the	9 days	Thu 5/23/19 8:00 AM	Tue 6/4/19 5:00 PM		Everyone
30	👤	Finalize and hand in all deliverables					Everyone
31	👤	Make a Power point for the presentatic	5 days	Sun 6/16/19 8:00 AM	Thu 6/20/19 5:00 PM		Everyone
32	👤	Prepare for the presentation	4 days	Tue 6/18/19 8:00 AM	Fri 6/21/19 5:00 PM		Everyone
33	👤	Hand in deliverables of block 2 and Pr	1 day	Mon 6/24/19 8:00 AM	Mon 6/24/19 5:00 PM		
34	⬌	☐ Phase 4 - Evaluation	3 days	Tue 6/25/19 8:00 AM	Thu 6/27/19 5:00 PM		
35	👤	Analyzing project performance	1 day	Tue 6/25/19 8:00 AM	Tue 6/25/19 5:00 PM		Everyone
36	👤	Analyzing team performance	1 day	Tue 6/25/19 8:00 AM	Tue 6/25/19 5:00 PM		Everyone
37	👤	Conducting post-implementation revie	1 day	Wed 6/26/19 8:00 AM	Wed 6/26/19 5:00 PM		Everyone
38	👤	Analyse achieved project grade	1 day	Wed 6/26/19 8:00 AM	Wed 6/26/19 5:00 PM		Everyone
39	👤	Achieve passing grade(5.5 or higher)	1 day	Thu 6/27/19 8:00 AM	Thu 6/27/19 5:00 PM		

Fontys
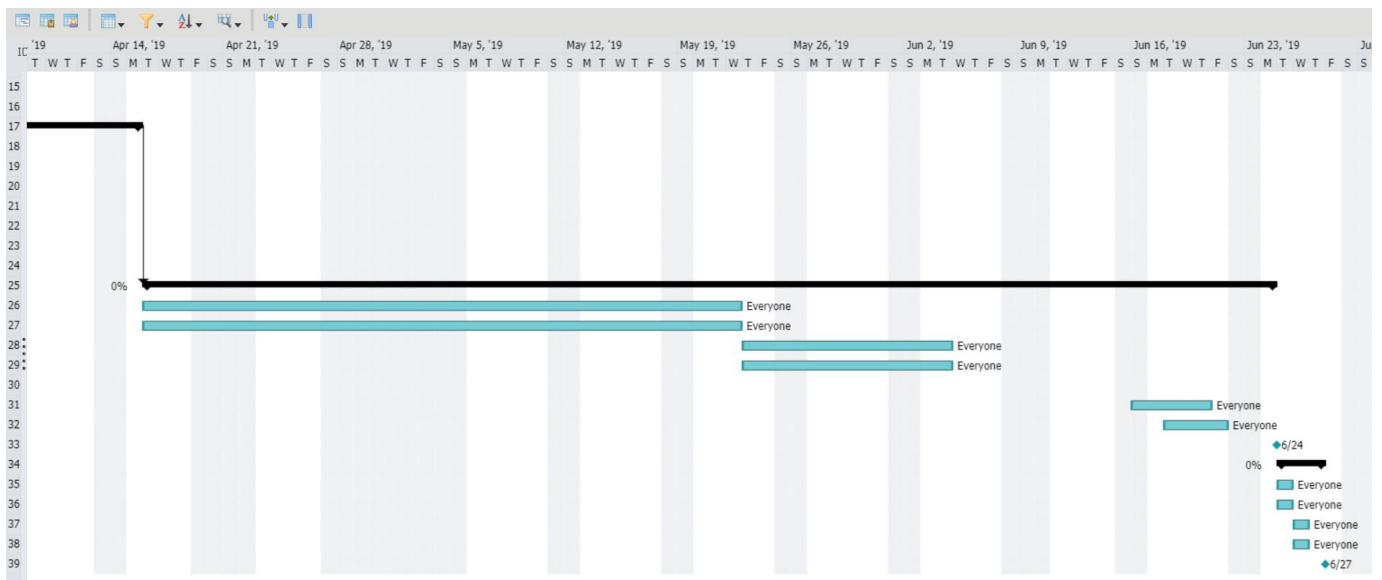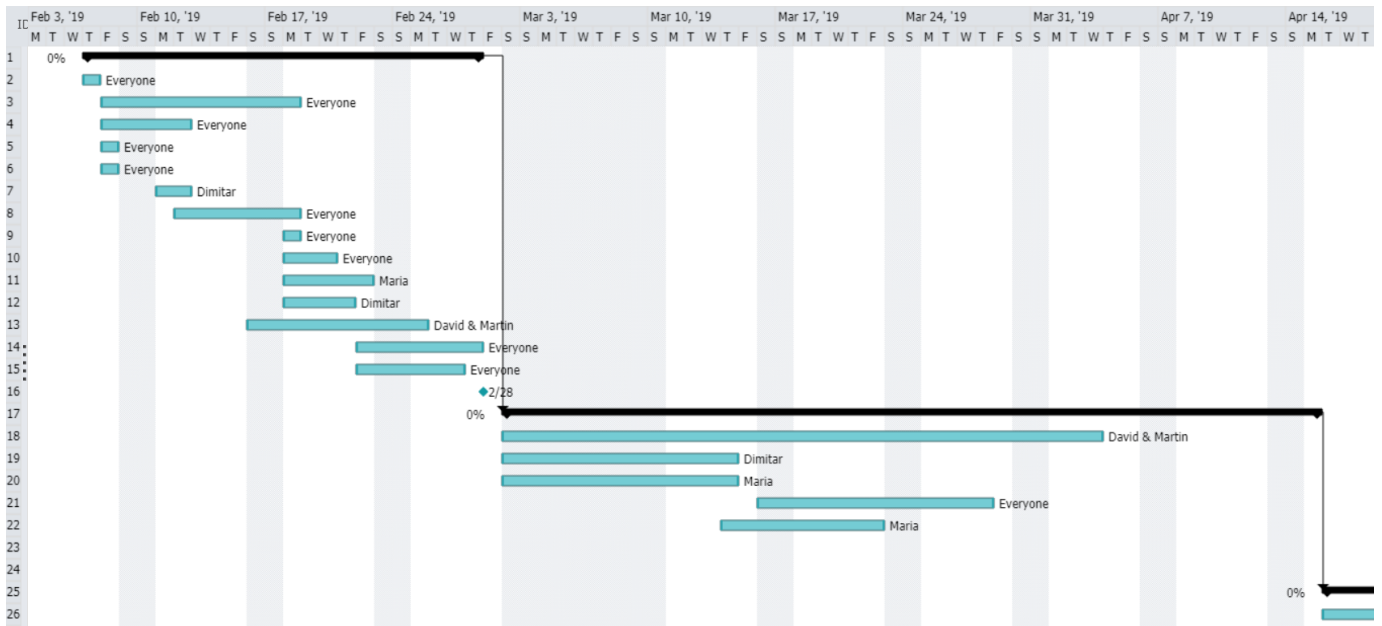
Link: https://git.fhict.nl/I400678/project-p-phase_group17/blob/master/Time%20visualisation.mpp

2.2. Tasks and Milestones

Phase 1 – Planning

- Assemble team
- Discuss the clients request within the group to ensure that we fully understand the clients' request
- Determine the strengths of each group member then assign roles
- Determine a meeting time and place to meet every week
- Agree on a name for our team
- Create a fitting logo
- Research similar software solutions used to manage events. To get a better understanding of how the solution should function
- Determine the language that will be used to program the applications
- Brainstorm together to in order to come up with ideas for the design of the software solution
- Choose database design
- Choose website design
- Choose a design for applications
- We will choose the design that has the best performance but is not too risky or time-consuming.
- Write the use cases of the applications and the website
- Determine functional requirements

    1st Milestone – Choose a design for the website, databases and the application. And fully understand the client's request and requirements.

Phase 2 - Executing/Testing of block 1 deliverables

- Create the GUIs for the applications
- Create the website wireframe
- Create the entity relationship diagram of the database
- Code and test the static part of the website
- Create the database
- Finalize deliverables of block 1

    2nd Milestone – Hand in deliverables of block 1

Phase 3 - Executing/Testing of block 2 deliverables

- Code and test the dynamic part of the website
- Code and test the applications
- Test how the website, database, and applications work together
- Fix any issues found when testing the website, database, and applications together
- Finalize and hand in all deliverables
- Make a Powerpoint for the presentation of the final product
- Prepare for the presentation

- 3rd Milestone – Hand in deliverables of block 2 and Present the final product

Phase 4 – Evaluation

When analyzing we will write findings in a document.
- Analyzing project performance – Determining whether the project's goals were met (tasks completed, on time)
- Analyzing team performance – Evaluating how team members performed, including whether they met their goals along with timeliness and quality of work
- Conducting post-implementation reviews – Conducting a final analysis of the project, taking into account lessons learned for similar projects in the future
- Analyse achieved project grade- Discuss if agree with the achieved grade and if not why

4th Milestone – Achieve passing grade(5.5 or higher)

2.3. Attachments