

# Delivery Project Plan

Project Name: Booking Management System  
Created/Updated: 02/01/2024  
Project Lead: Parth Dali

## 1.0 Purpose of Project

The purpose of this project is to revamp and optimize a movie theater ticket booking system, focusing on improving user experience, streamlining processes, and enabling data-driven decision-making. The initiative aims to introduce an advanced Booking Management System tailored to the unique requirements of movie ticket bookings, addressing existing challenges and embracing technological innovation for enhanced efficiency and effectiveness in the cinema ticket reservation process.

## 2.0 Objectives & Deliverables

Objectives	Deliverables
To accomplish this goal, the following will be done:	The following will be delivered as a result of accomplishing this objective. <i>Where possible, tie deliverables to objectives.</i>
Enhance Search Functionality	<input type="checkbox"/> Search
Streamline Booking Process	<input type="checkbox"/> Bookings and Payments
Simplify User Authentication	<input type="checkbox"/> Login/Setup
Personalize User Experience	<input type="checkbox"/> User Profile and Dashboards
Improve Customer Support	<input type="checkbox"/> Chat Support
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

## 2.5 Scope Control

Complete the following aspects of scope that further define this project.

In Scope	Out of Scope	Uncertain
- Customer ticket booking processes. - Management visualization and analysis of booking data.	- Any non-booking related business processes not explicitly mentioned.	- Handling of future business functions or processes not explicitly outlined.
- Booking system interfaces for customers, management, and employees.	- Systems like third-party system integration.	- Extra features like Map integration

- Coordination with projects related to business operations and IT infrastructure.	- Projects completely unrelated to the Booking Management System.	- Dependencies on projects that are not yet defined.
- Coordination with internal team members	- Groups not directly involved in the booking process.	- Involvement of groups not yet identified.
- Software: Booking application, management dashboards, chat support. - Hardware: Servers or cloud infrastructure.	- Technologies not directly contributing to the booking system.	- Use of technologies that may emerge during the project.

Areas in which to define the scope of the project include:

- a) Business functions and processes
- b) Systems with which this project will interface
- c) Interdependencies with other projects
- d) Interdependencies with other groups (internal/external)
- e). Technology expected to be deployed by this project (software, hardware, infrastructure, communication).

### 3.0 Approach

*Describe the approach, or strategy, for your project. For example, will you be developing a system in-house, or purchasing a vendor package? Will the project be delivered in phases as part of a larger project? Will you be developing prototypes or pilots? If working with a new technology, will there be a critical decision point where you will decide to move forward or implement a contingency plan?*

- ☐ The project will follow Agile principles, emphasizing incremental development, collaboration, and client feedback.
- ☐ It involves breaking down the project into smaller, manageable units called sprints.
- ☐ The project will have cross-functional teams comprising a Team Lead, Frontend developers, Backend developers, a Database Administrator, and a Quality Assurance Engineer.
- ☐ These teams will collaborate closely throughout the project to ensure alignment with business objectives and user needs.
- ☐ The project will be delivered in sprints, with each sprint lasting 2 weeks.
- ☐ In our development approach, we will focus on completing the frontend and backend components separately before integrating them into a cohesive system at the end of the development cycle.
- ☐ Client involvement will be encouraged throughout the project to gather feedback, prioritize features, and ensure alignment with their needs.
- ☐ After each sprint, the product increment will be demonstrated to the customer for feedback, allowing for rapid adjustments and refinements.
- ☐ Documentation of project components, code, and processes will be maintained to facilitate knowledge sharing among team members.
- ☐ Key performance metrics and monitoring tools like JIRA will be established to track the system's performance and user engagement.
- ☐ Critical decision points will be identified throughout the project, especially when working with new technologies or integrations.
- ☐ At these decision points, the team will assess progress, evaluate risks, and determine whether to move forward or implement a contingency plan.
- ☐ At the end of each sprint, retrospective meetings will be conducted to assess what went well, and what didn't, and how the process can be improved.
- ☐ By adhering to Agile principles and maintaining flexibility, this approach aims to deliver a Booking Management System that is responsive to customer needs and adaptable to changing circumstances throughout the project's lifecycle.

### 3.5 Time Line

Milestone / Deliverable	Completion Date
Login/Sign Up, User Profile & Dashboard	Sprint 1
Search and Bookings	Sprint 2
Bookings and Payments	Sprint 3
Payments and Chat Support & Messaging	Sprint 4
Suggestions & Subscriptions, Map Integrations	Sprint 5

### 4.0 Stakeholder Roles & Responsibilities

Project Role	Who	Project Responsibilities	% Time
<b>Sponsor</b>	Hiren	<input type="checkbox"/>	
<b>Project Manager</b>	Hemesh	<input type="checkbox"/> DB/QA	
<b>Project Team</b>	Parth	<input type="checkbox"/> Team Lead/ Backend	
	Archita	<input type="checkbox"/> Frontend	
	Ashutosh	<input type="checkbox"/> Frontend	
	Sarthak	<input type="checkbox"/> Backend	
		<input type="checkbox"/>	
<b>Others</b>		<input type="checkbox"/>	
		<input type="checkbox"/>	
		<input type="checkbox"/>	
<b>Tech Integration</b>	Parth/ Hemesh/ Sarthak	<input type="checkbox"/> Integration Setup	

## 4.5 Communication Plan

*How will key stakeholders be kept involved/informed about the project status?*

What	Who (is involved/receives)	Frequency
Team Meetings	Entire team	3 per week
Meetings with Sponsor	Entire team	1 per week
Written Status Reports	Rotating team members	1 per week
Other Forms of Communication	Entire team	1 per week

## 5.0 Project Budget

	Initial Cost	Recurring Cost
<b>People</b>		
▪ Staffing	0	
▪ Consultants	0	
▪ Training/Documentation	0	
<b>System</b>		
▪ Hardware	0	
▪ Software	\$30 (Might be required for hosting platform)	

## 6.0 Risk Plan

*Define key risks such as assumptions, dependencies, and constraints and a planned response for each.*

Risk Factor	Impact On Project	Risk* Rating	Risk Plan or Mitigation Strategy	Person Responsible	In Place By
Delay in feature completion	Delays in future work	HxM = H	<input type="checkbox"/> Finish early before upcoming Sprint.	Entire team	Entire team
Integration issues	Modification of necessary features	MxH=H	<input type="checkbox"/> Alter the integrations early after 2 features	Entire team	Entire team
Limited Timeline	Quality Compromise	HxL=M	<input type="checkbox"/> Following project plan & continuous feedback	Entire team	Entire team

**\*Rating = Probability that the risk will happen (H,M,L) x the Severity of the Impact if it does (H,M,L).**

**HxH = H**

**HxM = H**

**HxL = M**

**MxL = M**

## 7.0 Assumptions

*This plan is based on the following assumptions (about resources, policies, schedules, technologies, etc.):*

- ☐ Availability of the resources
- ☐ Stability in the technology stack
- ☐ Timely deployment
- ☐ Continuous maintenance

## 8.0 Success Criteria

*How we know we are successful. How to measure success:*

- ☐ User Engagement
- ☐ Data Accuracy
- ☐ Meets client's requirements
- ☐ Customer value
- ☐ Sustainable & scalable

## References

*List documents where more detailed information about this project can be found.*

<https://medium.com/@prithwish.samanta/online-movie-ticket-booking-platform-system-design-e-g-bookmyshow-69048440901c>

<https://bootcamp.uxdesign.cc/ticket-your-cinema-ticket-platform-c091ccb968ab>

[https://github.com/parthd06/Software\\_Engineering\\_Team14](https://github.com/parthd06/Software_Engineering_Team14)