**Booked BV**

**Project Plan**

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**Class:** S2-CB02

**Date:** 09-06-2023

**Version:** 1.4

**Contents**

[**1.** **Introduction** 3](#_Toc136362576)

[**2.** **Project definition** 4](#_Toc136362577)

[**Project background** 4](#_Toc136362578)

[**Problem description** 4](#_Toc136362579)

[**Project goal** 4](#_Toc136362580)

[**3.** **Project structure** 5](#_Toc136362581)

[**Client** 5](#_Toc136362582)

[**Developer** 5](#_Toc136362583)

[**4.** **Deliverables** 6](#_Toc136362584)

[**5.** **Constraints** 7](#_Toc136362585)

[**Scope** 7](#_Toc136362586)

[**Important deadlines** 7](#_Toc136362587)

[**Resources/ Programming language** 7](#_Toc136362588)

[**Time constraint** 7](#_Toc136362589)

[**6.** **Planning** 8](#_Toc136362590)

# **Introduction**

This project plan outlines the scope, objectives, and deliverables for the development of an application for the travel agency Booked BV. The goal of this project is to create a modern, user-friendly web application where users can book flights and hotels.

Throughout the course of the project, I will design and develop based on the stakeholders requirements and what are needed.

This project plan is designed to provide a clear roadmap for the development and implementation of the application. It outlines the key deliverables and there deadlines for the project, as well as the structure of the project. It also highlights the constraint of the project, giving the stakeholder insight what the limits are of the project and how we manage them based on those constraints.

Overall, the development of this application is a critical for Booked BV, and we are committed to ensuring its success. We look forward to working collaboratively with all stakeholders to achieve our project goals and deliver a high-quality product that meets the needs of our customers.

# **Project definition**

This chapter starts by defining the project and its relevance. It is important to understand what the project encompasses and the situation it is placed in. In this part the current situation and problem is being described, also the project goal. This should give an overview of the project as a whole.

## **Project background**

The company booked is a travel agency and has been operating for several years. The company specializes in booking flight and hotels for customers. Currently, the company’s booking process is very time consuming as it requires customers physically visit the travel agency. Therefore because of this, they find that it is essential to have a website and a desktop application to make there system more efficient and also for them to be able to further expand their company at a global scale reaching customers from other countries. Therefore the company has hired a software developer to come up with a solution for their current system to make their workflow more efficient for them and improve the experience of their customers.

## **Problem description**

The biggest challenge and main priority of the company is to allow there users to book flight and hotels from a website and the administration could manage those bookings.  
The current way of working from the company’s is that they don’t have a website to book there flight, currently the customer just goes to the travel agency and buy it from there, which makes it time consuming for the customer.

## **Project goal**

This project's goal will be primarily focus on the web application and desktop application, with the knowledge and resources that I have learned to be able to create a proper solution that is more sustainable than the old system in place. This project will be broken down into different phases, where each phase will have to deliver a version of the application. The phases will be further explain on later chapters of this document where it will be explained on what shall be delivered and what features to be expected.

Overall, the goal of the project is to improve the customer experience by providing a convenient and efficient way to book arrangements online, while also enabling the administration to manage these bookings and contents more efficiently.

# **Project structure**

## **Client**

**Client: John Smith Email: j.smith@gmail.com**

The client that I will mostly be in contact with is John smith. During the process of making a software solution for the company. I will do a weekly meeting with a representative of the company Booked BV (client). During these meetings we would ask the client what requirements are needed in the application. In addition, we will also ask the client for their feedback upon what we have made so far and if he approves upon it. Another way of contacting the client by email, if the question are very urgent.

## **Developer**

The Developer will be Steven Chen(me), this role is responsible for the communication between the client and the senior colleague/manager. He should keep track of deadlines that are coming up and as such to finish tasks on time. He should also work on a solution for the client based on the requirements.

**Email: steven.chen@student.fontys.nl**

In conclusion the Developer:

* + - 1. Conducts communication between tutors and client.
      2. Keeps track of deadlines.
      3. Works on the project.
      4. Is the contact person.

**Tutors**The tutors consist of:

* Bart Rabeling (OOD tutor)
* Hanane Ezzikouri (WAD tutor)
* Sabina Pencheva (WKS tutor)

They will help guide the developer when something is not clear or if the developer hits a roadblock that cannot overcome, he can ask them for help. The developer should not hesitate to ask any questions when he find something is unclear. The tutors also review deliverables and give feedback at meetings. The project consist of 3 tutors (OOD, WAD and WKS) with each tutor reviewing their own respective parts. Based on their feedback the developer should take these into account and apply it on the application.

In conclusion the tutor:

1. Helps guide the developer.
2. Communicates through questions, weekly meetings and email.
3. Reviews and gives feedback on deliverables.

# **Deliverables**

Web application for booking flights and hotels: This deliverable would include the development of a user-friendly web application that allows users to browse available flights and hotels, select their preferred travel dates, and make a booking. The web application should also include features such as making accounts and fill in credentials.

Desktop application for managing flights and hotels: This deliverable would include the development of a desktop application for the administrator to manage the flights and hotels that are available for booking on the web application. The desktop application should include features such as adding and deleting flights and hotels, managing availability and pricing.

User requirements specification (URS) document: The URS document is a deliverable that outlines the specific requirements and functionalities of the web and desktop applications. This document should provide a clear and detailed description of the features and functions that the applications should include, as well as any technical requirements or constraints.

Test plan document: The test plan document is a deliverable that outlines the testing strategy for the web and desktop applications. It should include details upon how to do those test and what are the expected resulted for the testers.

# **Constraints**

## **Scope**

The scope is to come up with a software solution for the company to go public in the internet and that are able to expand their customers/client which increase their sales. That is why it is our main priority to make a web application to make it accessible for customers everywhere. In addition is to make a desktop application so that the company can manage their bookings from client of the website. Furthermore, future features could be implemented to improve these applications but these is our main priority for this project.

## **Important deadlines**

The important deadlines for this project are the Formative feedback from tutors. On these days we should be able to deliver what is planned on the planning which could be seen in later chapters. These deadlines are very important as it give insight on what could be improved in the project.

These are the date’s for the important deadlines:

* March 5th
* March 31th
* May 14th
* June 9th

## **Resources/ Programming language**

C# is the main programming language that we are required to use in order to complete the project. We will still use other languages such as HTML and CSS for the web application and Razor pages, but the main focus is on C#. Furthermore, we could use the internet as a means to get useful information. Overall, with these resources we would be able to make a software solutions for the company.

**Time constraint**I only have 18 weeks to complete the project due to a strict deadline set by the company's management. This means that the project plan must be carefully scheduled and I must work efficiently to ensure that the project is completed within the date’s that are planned.

# **Planning**

**Week 1 (6 - 10 Feb):**

* Create ideation document
* Create Site map
* Create Wireframes

**Week 2 (13 - 17 Feb):**

* Start UML Diagram
* Make HTML/CSS layout

**Week 3 (27 Feb - 3 March):**

* Finish landing page
* Working on UML diagram
* Deliver intermediate version on March 5th :
  + Project solution
  + UML Diagram
  + Project Plan
  + URS
  + Test Plan

**Week 4 (6 - 10 March):**

* Formative feedback from tutors
* Make changes based on feedback
* Catch-up if fallen behind the planning

**Week 5 (13 - 17 March):**

* Create database to store contents (hotels/flights )
* Make database design
* Load one flight/hotels from database to the page

**Week 6 (20 - 24 March):**

* Able to show all the flight/hotels to the page
* Make CRUD for flights/hotels in Desktop Application
* New page that show the details of the content

**Week 7 (27 - 31 March):**

* Make a search bar (filtering) to get correct contents
* Finish CRUD functionalities for hotels/flights
* Add changes based on feedback
* Deliver intermediate version on March 31th :
  + Project solution
  + UML Diagram
  + Project Plan
  + URS
  + Test Plan
  + Database diagram

**Week 8-9 (3 - 14 April):**

* Formative feedback from tutors
* Add changes based on feedback
* Catch-up if fallen behind the planning

**Week 10 (17 - 21 April):**

* Create a database for User
* Registration page to create account
* Log in and Log out feature
* Feature for user change their own information

**Week 11 (24 - 28 April):**

* Unit Test application
* Update authorization logic
* CRUD functionality on users content for admin
* Make CRUD for Reviews in hotel. So add, edit, delete, and get reviews
* Authorization (CRUD contents if user is logged in)

**Week 12 (8 - 12 May):**

* Catch-up if fallen behind the planning
* Deliver intermediate version on May 14th :
  + Project solution
  + UML Diagram
  + Project Plan
  + URS
  + Test Plan
  + Database diagram

**Week 13-14 (15 -26 May):**

* Formative feedback from tutors
* Add changes based on feedback

**Week 15-16 (29 - 9 June):**

* Polish application
* Enhance UX of web application
* Deploy web application before deadline
* Deliver intermediate version on June 9th :
  + Project solution
  + UML Diagram
  + Project Plan
  + URS
  + Test Plan
  + Database diagram

**Week 17-18 (12 - 23 June):**

* Present web application and receive formative feedback