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| Fontys Hogescholen |
| Project Plan |
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# Introduction

## Document Purpose

This document has the purpose of describing each step of the project in detail.

## Document Overview

*Section 1* - Describes the document itself.

*Section 2* - Describes the Client information.

*Section 3* – We go into details about our group current situation.

*Section 4* – We provide a description about the problem we are facing.

*Section 5* – Describes our project goal

*Section 6* – We provide information about the Deliverables we are going to make during the project.

*Section 7* – Listing the constraints we faced along the way.

*Section 8* – Detailed look into each phase of work.

# Client

*Jupiter*

Is a company that is opening a new hardware store in Eindhoven called “Media Bazaar”. We have interviewed the client and we have received information describing the problem faced by the company.

The representative of the company is:

Name: Mieke van Vucht

Email: m.vanvucht@fontys.nl

# Current Situation

We have already interviewed the client. The interview has helped us understand the client’s needs and it has given us an idea of the future app.

There are still some questions that still need to be answered. We are going to have other meetings with the client in order to clear out any misunderstandings.

We already have new questions made for the next interview that will hopefully give us an even clearer perspective.

# Problem Description

The company has asked for a software solution that can help them keep track of their employees and products. The client has mentioned that they have a problem with keeping track of their employees, assigning shifts and viewing statistics for each employee and departments.

# Project Goal

* Our goal for this project is to maintain a good team chemistry and to tackle each problem as a team. And also to create an application that satisfies both the client and us as creators.
* With this application we aim to not only help our client but also their employees and their future clients.
* We would also like to improve our own way of working in a team and in a simulated professional environment.

# Deliverables

* Project Plan
* URS Report
* Process Report
* Presentation
* Website

# Constraints

* Time pressure
* Getting used to each other as a team
* Client likes/dislikes
* Sufficient knowledge to meet all of the client’s requirements

### Sickness of the team member (or inaction)

Probability:

Low

Impact:

During the season of rain it’s possible that one (or more) of the team members could get a flu (or anything else). The sickness (or other personal issues) of the member could be a reason for the deadline changing.

How to react?

It doesn’t mean that they are not going to work on the project during the sickness.

How to prevent?

The member who is sick should contact the Project Leader in advance. It doesn’t mean that he is not going to work on the project during the sickness, however, in case of “emergency”, we could give the tasks of the sick member to another team member.

# Phasing

*First Phase – Basis*

* First Iteration – Forming a team, creating a team logo
* Second iteration – Creating the initial documentation
* Third iteration – Conducting the first client interview

*Second Phase – Improvement*

* First iteration – Improving documentation
* Second iteration - Making plans about the final product

*Third Phase – Foundations*

* First iteration - Developing the main application
* Second iteration – Documenting the steps

*Fourth Phase – Foundations*

* First iteration – Improving the main application
* Second iteration – Documenting the improvements
* Third iteration - Sending the beta version to our peers
* Fourth iteration – Improving the main application based on the opinion of our peers