Project plan

CyberClub

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# Project assignment

## Context

The project focuses on creating a comprehensive management system for gaming space that allows users to book gaming sessions, and access community features. And also allows adminisrstrators and managers to handle the customers flow. We want to provide

## Goal of the project

To Develop an Application for CyberClub that:

* Enhances User Experience with the interface for booking and managing reservations, ensuring users can easily access and enjoy club facilities.
* Improves Operational Efficiency through a management dashboard.
* Provide an expandable application for future features.

## Scope and preconditions

|  |  |
| --- | --- |
| **Inside scope:** | **Outside scope:** |
| Booking management | Beverage services |
| Equipment tracking | Hardware management |
|  | Event management |

## Strategy

The strategy for the GamingClub project will follow a **Waterfal**l approach for the planning phase, followed by an **Agile** approach for the development and implementation phases.

## Research questions

* How can we enhance user experience in booking and managing gaming sessions?
* What features are essential for community building within the app?
* How can real-time data improve session management and customer satisfaction?

## End products

* Requirements Document: This will outline all the functional and non-functional requirements.
* System Architecture Document: Includes diagrams and descriptions of the system's components, how they interact, and how data flows between them.
* Gaming Booking Platform: For customers/admin to interact, book sessions, and manage their accounts.
* Testing Reports: Unit tests, result of the testing.
* Project Plan: The overall project management document with timelines, resources.
* Test Plan: A document outlining the test cases, testing procedures, and tools used during the testing phase.

## Project Breakdown Structure

A diagram of a network

AI-generated content may be incorrect.

*See the document attached separately in Analysing LO1\**

# Project organisation

## Identifying Stakeholders

* Primary users who will interact with the application for booking at computer club or club-related activities
* Operational users who need to manage bookings, inventory maintenance.

## Communication

|  |  |
| --- | --- |
| Tool | Purpose |
| Email | For formal communication or arranging additional feedback sessions. |
| Canvas | Submitting project deliverables and receiving instructor feedback. |

## Collecting feedback

* Spend time observing operations at the club to identify potential improvements that the application could facilitate.
* Deep research on the internet.
* Interviewing the potential users who would theoretically be interested.

## Validating Requirements

Use the MoSCoW method to prioritize the requirements ensuring critical features are developed first.

* + Must have
    - Login/Registration
    - Real-Time Booking Availability
    - Booking and Modification Tools
    - Manager Dashboard
  + Should have
    - Equipment Maintenance Tracking
    - Account Deletion Option
  + Could Have
    - Membership Benefits
    - Event and Tournament Organizing
    - Loyalty Points
  + Won't Have
    - Live Streaming

# Activities and time plan

## Phases of the project

* Phase 1: Problem Analysis & Planning (1-2 weeks)
  + Identify project requirements and objectives.
  + Develop the initial UML Class Diagrams.
  + Define project deliverables.
  + Plan the overall project structure, including Desktop Application, Web Application, and Database integration.
* Phase 2: Design & Architecture (3-5 weeks)
  + Create detailed database diagram with primary and foreign keys.
  + Finalize the UML Class Diagrams to be used for the implementation.
  + Create the project plan, including scope, key components, and timeline.
* Phase 3: Initial Development & System Foundation (Weeks 5-7)
  + Develop the core system for the WebApp.
  + Set the database.
* Phase 4: Core Features Development (Weeks 6-10)
  + Add more functionality to the Web.
  + Continue refining the user interface and business logic.
* Phase 5: Testing and Refinements (Weeks 11-13)
  + Start testing.
  + Apply feedback from formative evaluations.
  + Fix any bugs and improve system performance.
* Phase 6: Final Development and Handover (Weeks 14-16)
  + Perform final tests to ensure stability and functionality.
  + Finalize documentation.
* Phase 7: Final Development and Presentation (Weeks 14-16)
  + Prepare for final formative feedback sessions.

# Risks

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| --- | --- | --- |
| **Risk** | **Prevention activities** | **Mitigation activities** |
| 1. Time crunch | Creating the time plan. | Overestimate the time needed to complete tasks in the planning phase and build in time contingency. |
| 1. Low performance | Open communication with tutors, receiving feedback frequently. | Anticipating potential performance risks early on in the planning process can help you prepare. |
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