Project plan

BazaClub

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# Project assignment

## Context

The project focuses on creating a comprehensive management system for gaming lounge that allows users to book gaming sessions, join tournaments, and access community features.

## Goal of the project

Develop web application to enhance operational efficiency for gaming lounge staff and provide an engaging platform for gamers.

## Scope and preconditions

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| --- | --- |
| **Inside scope:** | **Outside scope:** |
| Booking systems | Beverage services |
| User management | Hardware management |
| Session tracking |  |
| Event management |  |
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## Strategy

The strategy for the GamingLounge 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 (Web Application): 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, and budgets.
* Test Plan: A document outlining the test cases, testing procedures, and tools used during the testing phase.

## Project Breakdown Structure

# Project organisation

## Stakeholders and team members

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Abbreviation** | **Role and functions** | **Availability** |
| *Bozachydi Yelyzaveta* | *B.Lisa* | *Product Owner, Project Manager, Developer* | *Full-time* |
|  |  | *Tutor, Feedback provider* | *Available during feedback windows* |
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## Communication

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

# 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 Desktop Application using Windows Forms.
  + Set up the initial Web Application (ASP.NET Razor Pages).
  + Develop the database and integrate it with the Web and Desktop Applications.
* Phase 4: Core Features Development (Weeks 6-10)
  + Add core functionality to the Web
  + Build connections between the Web and Desktop applications with the MSSQL database.
  + Continue refining the user interface and business logic in both apps.
* Phase 5: Testing and Refinements (Weeks 11-13)
  + Perform integration testing across the Desktop, Web, and Database components.
  + 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 Gantt Chart. | 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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