

Project Plan

Watch2gether Clone

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Version history

Version	Date	Author(s)	Changes
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1. Project assignment

1.1 Context

I will be creating a platform where a user can watch youtube videos in sync with other people. The user will be able to create a room and then invite other people to watch the videos with.

1.2 Scope and preconditions

<<What activities and which end products (to what extent or quality) belong to the project, and which don't.>>

Inside scope:	Outside scope:
1 Web application	1 Long term support
2 Backend solution	2
3 Database	3
4 Project Plan	4
5 Research Document	5

1.3 Strategy

The strategy for the project's development is Scrum. We will be having 6 sprints this semester each consist out of 3 weeks. From 04/03/2024 till 21/06/2024. At the end of each sprint, I will have a sprint delivery where I show my work from the sprint to my teachers. After each sprint I make a new plan for the upcoming sprint.

1.4 Research questions

"How can I create a platform where people can watch YouTube videos in sync across multiple devices?"

- What architecture is best suited for my projects requirements?
- What programming languages and frameworks are available for a good quality streaming service platform?
- What level of latency performance is considered acceptable for a streaming service to ensure a satisfactory user experience?

2. Project organisation

2.1 Stakeholders and team members

Name	Abbreviation	Email	Role and functions	Availability
Jeffrey Cornelissen	J.C.	jeffrey.cornelissen@fontys.nl	Product owner	Monday afternoon, Wednesday morning
Marc Grootel	M.C	marc.vangrootel@fontys.nl	Technical teacher	Monday afternoon, Thursday afternoon
Tülin Erçelebi Ayyildiz	T.E.A	t.ercelebiayyildiz@fontys.nl	Semester Coach	Monday morning, Thursday morning
Yordi Kremer	Y.K	y.kremer@student.fontys.nl	Group member	Monday, Wednesday, Thursday

2.2 Communication

At the beginning of every sprint, I discuss the sprint goals with our product owner and at the end of each sprint I have a sprint delivery to present my work from the sprint and receive feedback. I will also have a conversation with our technical teachers and semester coach every week to receive feedback on my project. And I will update my feedpulse every 2 weeks.

3. Activities and time plan

3.1 Phases of the project

<< Describe the main phases of your project. Even in a scrum project, you should specify at least the components at the beginning and end phases like problem analysis in the beginning, as well as handover, evaluation, reflection, and wrap up at the end.

For internship projects, reserve sufficient time for developing/maintaining the portfolio/thesis.
>>.

3.2 Time plan and milestones

<< For a waterfall project you can indicate the phases and milestones below (can be adapted as required).

For an agile project, describe how the artefacts are planned. E.g., length of sprint (with justification), organization of stand up, demo, retrospective.
>>

Sprint / Phase	Start date	Finish date
1 Project Plan	04/03/24	24/03/24
2 Research & Design	25/03/24	14/04/24
3 Design & Development	15/04/24	05/05/24
4 Design & Development	06/05/24	26/05/24
5 Development & Tests	27/05/24	16/06/24

4. Testing strategy and configuration management

4.1 Testing strategy

Testing will take place on every level to ensure the functionality of the developed solution. Ideally, the goal is to have full coverage of the code. Using CI/CD I intend to automate the testing of the solution. Additionally, I will also utilize SonarQube to ensure the quality of the software.

4.2 Configuration management

In my branching strategy I will be using the following branches:

- **Main branch:** holds the latest stable version of the solution
- **Develop branch:** main development branch, will be continuously updated with the latest features developed
- **Feature branches:** offshoot branches from the “develop” branch. New features are developed in their own separate branch to prevent merge conflicts with other developers. After finishing a feature, the relevant feature branch is merged back into “develop” and removed after code review.

5. Finances and risk

5.1 Risk and mitigation

Risk	Prevention activities	Mitigation activities
1 Missing delivery deadlines	Check canvas regularly for deadlines	Adjust project plan and discuss the problem with the teachers.
2 Overcomplicate the project	Explicitly define the scope of the project so its clear where my priorities lie	Adjust project plan and discuss the problem with the teachers.
3 Teachers are sick	This risk is not preventable	Ask teachers for feedback trough an email or an online meeting.
4 Getting sick	This risk is not preventable	Ask teachers for feedback trough an email or an online meeting.
5 Not getting feedback	Regularly plan meetings with my teachers for feedback	Talk with them why I did not have the meeting or ask them for feedback online.