Project plan

A social media site similar to reddit or quora

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# Contract Parties

1. Client: The party requesting the development of the social media website.(Fontys)(representative : Mr Frank)
2. Development team: The party responsible for designing, developing, and delivering the social media website.(Thomas)

# Current Situation

There is nothing yet to support the company’s process.

# Problem Definition

The client wants to reach out to his customers online.

# Project goals

The following are the project goals

1. Develop a user-friendly social media platform that allows users to share and discuss topics of interest.
2. Enable users to create profiles and post content, including text, images, and links.
3. Implement upvoting and downvoting functionality to allow users to express their opinions on content.
4. Allow users to interact with each other through comments and messaging.
5. Ensure the website is scalable and able to handle a large user base.
6. Develop a robust moderation system to ensure the website remains a safe and respectful environment.
7. Incorporate features that encourage engagement and user retention, such as badges, rewards, and gamification.

# Constraints

1. Budget: The project should be completed within a predetermined budget(6K).
2. Time: The project should be completed within a specified timeframe, here which is by the end of week 16.(9 June, 4 pm)
3. Resources: The project should be completed using the resources available.(My responsibility - laptop, client responsibility- luna server , client responsibility- hera server, programming languages - c#, javascript, using asp.net core)
4. Compatibility: The website should be compatible with various web browsers(chrome 2.0, safari 2.0, firefox 2.0) and Os(windows, mac).

# Deliverables

1. A working desktop and web application
2. Documentation, including user manuals and technical specifications.
3. Source code
4. The test plan

# Non deliverables

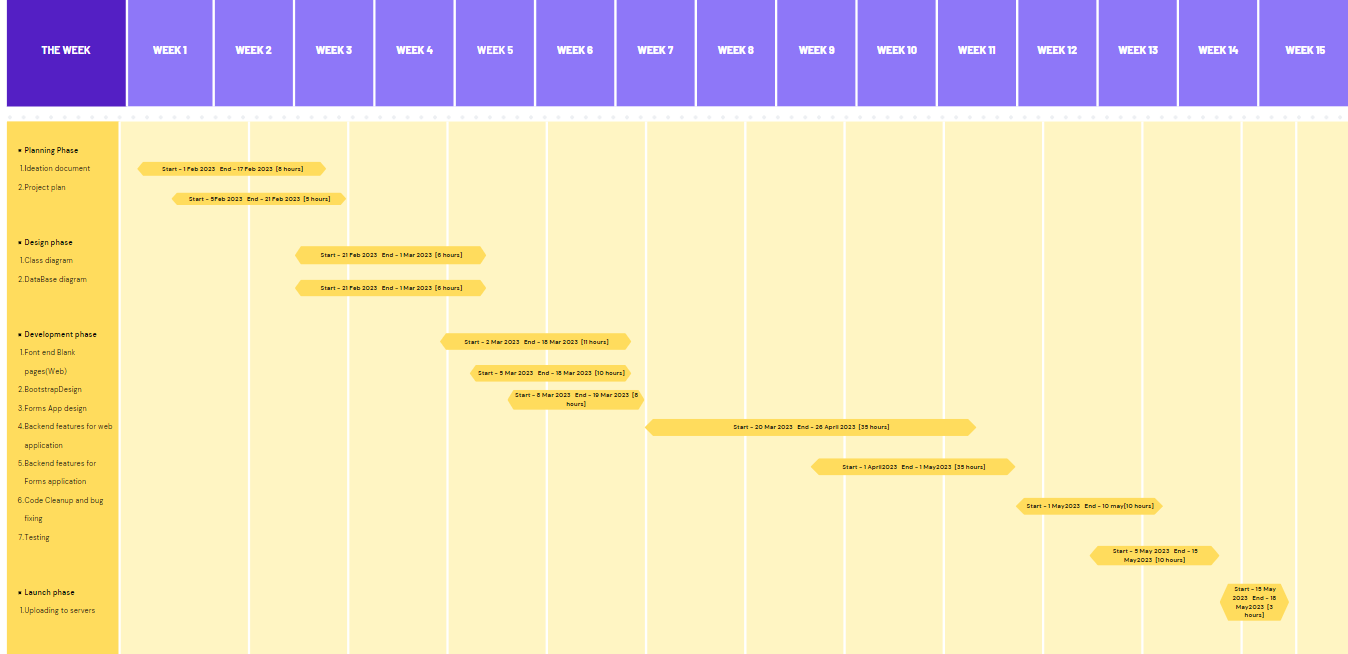
The client should not expect the following things to be delivered

1. The hardware to run the program
2. The server for the web application
3. Anything that is not explicitly specified.

# Phasing

1. Planning phase: This phase involves defining the project scope, objectives, and requirements, and creating a detailed project plan. It also includes setting project timelines and identifying resources needed for the project.
2. Design phase: This phase involves creating wireframes, designing the user interface, and developing the database schema and architecture. It also includes creating a technical specification document.
3. Development phase: This phase involves developing the website's front-end and back-end, implementing the features and functionality, and conducting testing and quality assurance.
4. Launch phase: This phase involves deploying the website to a live server, conducting final testing and quality assurance, and creating user manuals and documentation.

# Gantt chart



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