

Media project plan week 10-17

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Class: Media 1



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Team charter

Category	Questions	Answers
TIME	- When should we meet as a team?	Mostly Daily on school schedule. We will meet off-schedule if necessary.
	- What will be the start time of all meetings?	
	- What will be the end time of all meetings?	
LISTENING	- How will we encourage listening?	We will respect each other and not interrupt. This way we can hear everyone's ideas.
	- How will we discourage interrupting?	
CONFIDENTIALITY	- Will the meetings be open?	We will be open to other groups about our ideas. We might get useful insights from them.
	- Will what we say in the meeting be held in confidence?	
	- What can be said after the meeting?	
DECISION MAKING	- How will we make decisions?	We will make sure that we are on the same page on the main ideas in the first week. For the styling we will have a figma that we all follow. If we disagree on something we will give arguments for our opinion and try to meet each other in the middle.
	- What will be the votes needed to pass a decision?	
	- How will we deal with conflicts?	
PARTICIPATION	- How will we ensure everyone's participation?	By making good planning, we can divide the tasks fairly.
	- Will we have an attendance policy?	Let each other know if you will be absent or late through the whatsapp group chat.

	- How to deal with missing members?	Catch up on work with them
EXPECTATIONS	- What behavior should be expected from leaders?	We will not be having a general leader. Because we are with only three people we are all responsible for the final product. We will have someone responsible for their own division and others can give suggestions.
	- Are there any requirements for participation?	Try to be present every schoolday, also try and actively ask for feedback.
FEEDBACK	- How do we give each other feedback?	peer-to-peer review system.
	- When do we give each other feedback?	During and after
ROLES	- How do we divide tasks and roles?	We look at the complexity of the work and who has the best skillset to solve the problem.
	- Do we change the roles and tasks?	

Project plan

Problem definition

Current situation

A new aerospace technology company has developed a faster and cheaper way to travel around the world. They need a website that will enable the public to book tickets and use their new technologies. To bring this cutting-edge solution to the public, they require a sleek, user-friendly website where customers can easily book tickets and explore their state-of-the-art travel technologies.

> A (Fictional) Aerospace company needs a webpage for their new aircraft that enables cheaper travel.

Problem of the user

The airplane industry has a lot of expensive and inefficient methods so people have to pay a lot of money if they travel frequently. Travelers seeking flights also want a straightforward and frictionless ticket-booking experience. However, they may be hesitant or confused due to their lack of understanding of the new technology and its implications. They need a platform that simplifies the booking process while building trust and confidence in the safety, reliability, and benefits of this revolutionary travel method.

Solution

Develop a modern travel **website** (similar to NS or KLM) tailored to user needs. The platform will offer an intuitive interface for booking tickets, detailed information about the technology, and a compelling narrative around its safety and reliability. This combination will reduce friction in the booking process and address user concerns about adopting a new travel solution.

Target group

People who travel frequently because of business, family or leisure and need cheaper flights.

Risk assessment

Risk	Probability	Impact	How to prevent	In case it happens
The limited timeframe could be a risk. It is hard to predict how complex of a website we can make without overestimating ourselves.	high	high	Making a moscow analysis and focusing on the must haves first.	
Team availability	low	medium	Trying to get in contact with them	Catch up with the missing member. If the person is not able to go to school we should divide his work.
Having enough user research	medium	high	Take part in active user prospecting	Use estimates and bribes
File management	low		Upload everything to git and store any files locally. Commit all your changes immediately.	In case it happens we sit together to try and merge all the files together.
Our limited knowledge	medium	low	As long as we keep the basics of the website basic this shouldn't be a problem.	In case a feature is too difficult we should scrap it and move on.

Deliverables

The deliverable is a fully functional website that is usable on every size of desktop. It should show the available locations, where you can travel to and depart from, and help the users pick what is best for them. The website will not be responsive for mobile devices. It will keep track of the amount of people per travel and make sure that we don't overbook.

- User research study document
 - interview transcripts
 - forms
- Project documentation
- Prototype iterations
- 3D renders
- Functional website
 - adapted to desktop
 - booking functionality
 - checkout functionality
- Final presentation of our solution

MOSCOW (First rough idea)

must have
<ul style="list-style-type: none">- The display of available flights- Method for selling tickets- An introduction to this way of travel
should have
<ul style="list-style-type: none">- a visual map of your flight- getting a digital ticket for your flight- checking availability of seats so you don't overbook.
could have
<ul style="list-style-type: none">- Detailed flight schedule- Add to favorites (regular flights)- Auto-suggestions
would be nice to have
<ul style="list-style-type: none">- 3D printed prototypes- Cinematic Trailer- Branding for our product

Possible features that might be implemented based on our user research.

- user accounts to keep track of travel history and tickets/boarding passes.
- Globe to see the available locations.
- quick booking from the homescreen.
- explanation for first time users.
- printing a digital ticket. (order number or qr-code to identify.
- basic backend(javascript) to handle the storage of entered inputs during the ordering process.
- 3D printed prototype for showcase

Planning

Sprint 1	Sprint 2	Sprint 3
week 10-12	week 13-15	week 16-18
<ul style="list-style-type: none">•Problem definition•Ideation•User Research•Target group and appeal	<ul style="list-style-type: none">•Prototyping•Prototype testing•Intermediate presentation•Implementation (start)	<ul style="list-style-type: none">•Implementation•Validation(testing of product)•Final presentation