

Development Plan:

Developing an online betting program will be very difficult and complicated, there will be a need for documentation, testing and administration throughout the entirety of this project. So the creation of a development plan is necessary. In order to develop the project we will need to go through the typical requirements gathering, design, implementation, verification and validation and maintenance phases. First we will initiate the project by gathering our software requirements and developing an SRS to outline our requirements and gain a better understanding of the functions and constraints of our system. We will then design a high level overview of our system including the functionality of its components and how they will interact. This part of the process will include software architecture, UML and class diagrams to plan and document the design of our system. Next we will design the components of our system including the fields, methods and any other components we will need. Then we will move one level lower and design the units of the system such as the methods and variables of each of the components. After having designed everything we will review our design and begin development starting with unit development. The next part of our project will then focus on unit testing. Once we have finished we will move on to testing our components and finally the system in its entirety. After working out any errors in our testing phase we will be ready to continue into our maintenance phase. Before finally releasing to the public for customer utilization.

Timeline:

