The Best Auction Program You’ll Ever Need

# Project Overview

This project aims to build a system for running an auction at a school or church activity.

The auction system will be for managing a live event, not running an online auction like e-bay. It aims to replace paper voting with a mobile phone system so that people can know what they’ve spent so far and will also help tally the results at the end of the night. The system will support both a silent auction and a live auction and be capable of running on a PC (for an administrator) and iOS and Android mobile devices.

# Team Organization

Team members are all eager and willing to participate and help with any aspect of the project. Brock Francom expressed interest in the user interface portion and Waseca Hodson expressed interest in the database portion. But all will help with anything necessary to complete the project.

# Software Development Process

The development will be broken up into five phases. Each phase will be a little like a Sprint in an Agile method and a little like an iteration in a Spiral process. Specifically, each phase will be like a Sprint, in that work to be done will be organized into small tasks, placed into a “backlog”, and prioritized. Then, using on time-box scheduling, the team will decide which tasks the phase (Sprint) will address. The team will use a Scrum Board to keep track of tasks in the backlog, those that will be part of the current Sprint, those in progress, and those that are done.

Each phase will also be a little like an iteration in a Spiral process, in that each phase will include some risk analysis and that any development activity (requirements capture, analysis, design, implementation, etc.) can be done during any phase. Early phases will focus on understanding (requirements capture and analysis) and subsequent phases will focus on design and implementation. Each phase will include a retrospective.

|  |  |
| --- | --- |
| **Phase** | **Iteration** |
| 1. | Phase 1 - Requirements Capture |
| 2. | Phase 2 - Analysis, Architectural, UI, and DB Design |
| 3 | Phase 3 - Implementation, and Unit Testing |
| 4 | Phase 4 - More Implementation and Testing |

We will use Unified Modeling Language (UML) to document user goals, structural concepts, component interactions, and behaviors.

# Communication policies, procedures, and tools

The group will be communicating through regular text messaging group messages. Procedures for the version control are listed in the README.md file. The tool stack will include Python 3.7.4 and Django 2.2.5.

# Configuration Management

See the README.md in the Git repository.