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**DailyApple**

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**DailyApple**  
**Software Development Plan (Small Project)**  
Version 1.0

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| DailyApple                                | Version: 1.0     |
| Software Development Plan (Small Project) | Date: 01/11/2023 |
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## Revision History

| Date       | Version | Description                       | Author              |
|------------|---------|-----------------------------------|---------------------|
| 01/11/2023 | 1.0     | The first version of our project  | Vương Quốc Phong    |
| 01/11/2023 | 1.0     | The first version of our project  | Nguyễn Trịnh Duy    |
| 01/11/2023 | 1.0     | The first version of our project  | Võ Hoàng Phúc Khang |
| 01/11/2023 | 1.0     | The first version of our project  | Phạm Vũ Minh Giang  |
| 15/11/2023 | 1.1     | Add document tasks to phases plan | Nguyễn Trịnh Duy    |
| 15/11/2023 | 1.1     | Add document tasks to phases plan | Phạm Vũ Minh Giang  |

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# Software Development Plan (Small Project)

## 1. Introduction

This Software Development Plan outlines the development approach for "The DailyApple," a healthcare and wellness application. It serves as a guiding document to ensure a well-structured and coordinated development process. In this introduction, we will provide an overview of the Software Development Plan, including its purpose, scope and a brief summary of the plan's content. The Software Development Plan is the foundation that will lead us toward the successful creation of a robust and user-friendly healthcare application, "The DailyApple."

### 1.1 Purpose

The purpose of this Software Development Plan is to provide a comprehensive and structured framework for managing the development of "The DailyApple" health care application.

The following people use the Software Development Plan:

- **Project Manager:** Project manager will rely on this plan to establish and control the project schedule. They will use it to determine the resource requirements, allocate tasks, and monitor progress against the established schedule. The Software Development Plan will enable project managers to maintain project transparency, manage risks, and ensure that the project stays on track.
- **Project Team Members:** Team members involved in the development of "The DailyApple" will utilize the plan to gain a clear understanding of their roles and responsibilities. They will be able to determine when specific tasks need to be completed, dependencies between tasks, and the overall project timeline. This ensures that team members can effectively contribute to the project and work collaboratively toward its successful completion.

### 1.2 Scope

This *Software Development Plan* delineates the overarching framework for the development of "The DailyApple" application, encompassing the entire project from initiation to deployment. The specific details and breakdown of each iteration will be elaborated in the Iteration Plans.

The plans outlined in this document are directly aligned with the product requirements articulated in the Vision Document, ensuring that the development effort is guided by the vision and objectives set forth for the application.

### 1.3 Overview

This *Software Development Plan* contains the following information:

**Project Overview:** This section offers a comprehensive understanding of the project's purpose, scope, and objectives. It outlines the core deliverables that the project is expected to provide, setting the context for the development effort.

**Project Organization:** In this section, we describe the organizational structure of the project team, providing insights into the roles, responsibilities, and interrelationships among team members. This helps establish a clear framework for project management and collaboration.

## 2. Project Overview

### 2.1 Project Purpose, Scope, and Objectives

#### a) Purpose

Helping people manage their eating habits and achieve a healthy daily routine. This application will provide users with calorie tracking, nutritional information of various kinds of food, remind the user to drink water

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at the right time, and a friendly interface. We aim to make healthy eating more accessible and convenient for everyone, regardless of their lifestyle or budget

b) Scope

In this project, we focus on creating an application for Vietnamese people

c) Objectives

- A user-friendly interface
- All features run properly and smoothly
- Finish the application in a short of time

## 2.2 Assumptions and Constraints

The project is constrained by a fixed timeline of 12 weeks, and there are no allocated budgetary resources. The project team comprises four individuals, and it is important to note that no additional team members will be incorporated during the course of the project.

## 2.3 Project Deliverables

Gantt Chart: 4/11/2023

UI Design: 10/11/2023

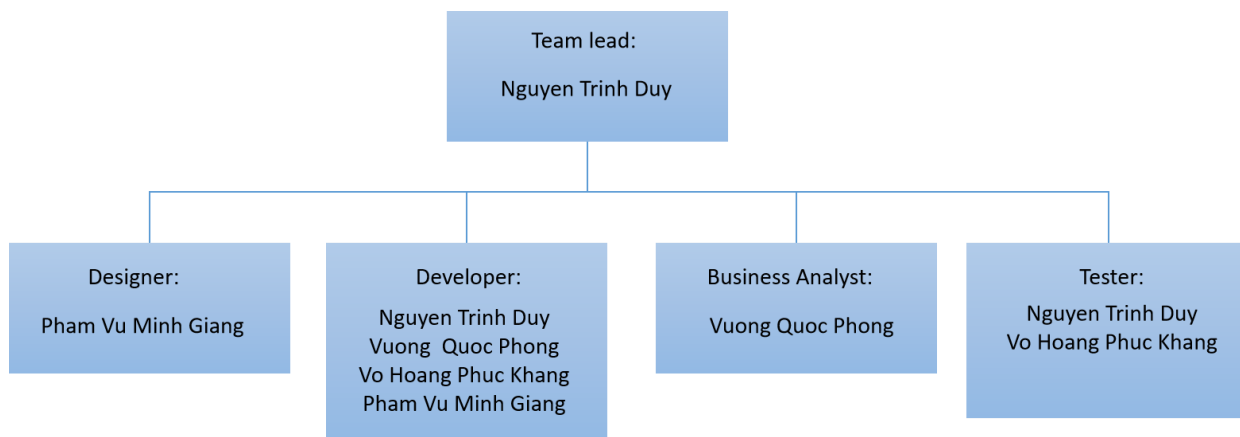
Test cases: 25/12/2023

Beta version: 31/12/2023

Official version: 5/1/2023

## 3. Project Organization

### 3.1 Organizational Structure



### 3.2 Roles and Responsibilities

| Person              | Role                        |
|---------------------|-----------------------------|
| Pham Vu Minh Giang  | Designer, Developer         |
| Vo Hoang Phuc Khang | Developer, Tester           |
| Vuong Quoc Phong    | Developer, Business Analyst |

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| Nguyen Trinh Duy | Team lead, Developer, Tester |
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## 4. Management Process

### 4.1 Project Estimates

*Our team will complete the project in 10 weeks. The budget is approximately \$20000. Total number of working hours is approximately 80 hours.*

### 4.2 Project Plan

#### 4.2.1 Phase Plan and Iteration Objectives:

| Phases  | Start date | End date   |
|---|------------|------------|
| <b>Inception phase:</b><br>In this phase, the business analyst will work with team lead to decide core features and brief flow for our app, as well as preparing requirements documents (Project Plan, Vision Document, User-Case Model, User-Case Specs)   | 27/10/2023 | 31/10/2023 |
| <b>Elaboration phase:</b><br>When this phase comes, the designer will design every screen, widgets and structure the app flows in Figma. Then our team moves to designing a database for the app based on the preprocessed architecture and determining which dependencies or tech stack are used in this project (which are the main focus of the developers). Also, we write Software Architecture Document (SAD) | 1/11/2023  | 15/11/2023 |
| <b>Construction phase:</b><br>We implement the app and complete features. We may have some minor changes as well if necessary.  | 16/11/2023 | 25/12/2023 |
| <b>Test &amp; Fix bug &amp; Beta version:</b><br>We will try running the app multiple times to find bugs and logical mistakes, then find some friends of ours to try this app and   | 26/12/2023 | 31/12/2023 |

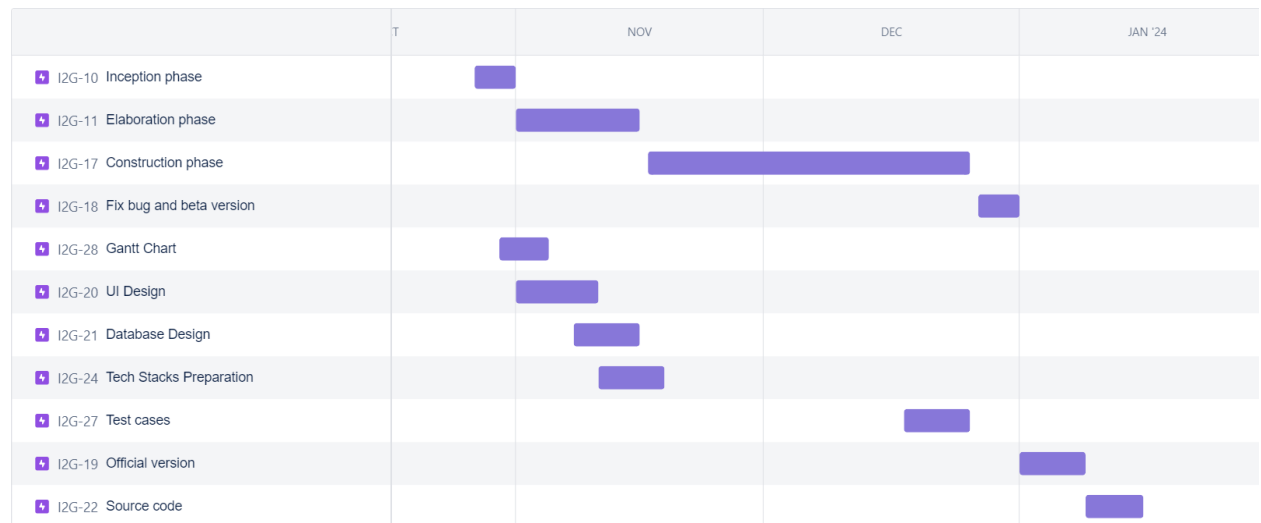
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| get the comments. Based on those, we will try to resolve the problems as soon as possible and the beta version of this app will be first released. Then, we prepare Test Plan, Test Report and Project Presentation. |          |          |
| <b>Official version:</b><br>The official version of this app will be released accompanied with a demo video and we will receive perspectives from users. Our team prepares and releases the user manual document.    | 1/1/2023 | 5/1/2023 |

#### 4.2.2 Releases

- The first version of our project (containing the basis functions) will be released on 30/11/2023.
- The second version including all advanced features of our project will be released on 31/12/2023.
- Official version of our project will be released on 8/1/2024, this is the final version of our project.

#### 4.2.3 Project Schedule



#### 4.2.4 Project Resourcing

- 1 designer: having basic skill in using of figma
- 4 developers: know how to code Java
- 2 tester: know how to create tests and perform testing (4 days training)
- 1 business analyst: negotiating and communicating skills

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### 4.3 Project Monitoring and Control

#### 4.3.1 Requirements Management

In the project, requirements will be diligently managed through a structured change request process. Any proposed changes will undergo careful evaluation for necessity, feasibility, and potential impacts. Approved changes will be tracked, and their implications documented, with regular reporting to stakeholders. Effective communication and periodic evaluations will ensure the process remains aligned with project objectives, controlling and reporting changes to product requirements efficiently.

#### 4.3.2 Reporting and Measurement

#### 4.3.3 Risk Management

Risks will be identified in the Inception Phase using the steps identified in the RUP for Small Projects activity "Identify and Assess Risks". Project risk is evaluated at least once per iteration and documented in this table. The risks of the greatest magnitude are listed first in the table.

|   | <b>Risk Description and Impact</b>  | <b>Probability</b> | <b>Loss</b>  | <b>Risk Exposure</b> | <b>Mitigation Strategy and/or Contingency Plan</b>  |
|---|---|--------------------|--------------|----------------------|---|
| 1 | Having multiple changes than requirements.<br><br>Require code restructuring and may change the whole app flow                                    | Occasional         | Serious      | 3750                 | Derive traceability information to assess requirements changes impact, and maximize information hiding in the design. |
| 2 | Members leaving the project before it finished.<br><br>Remaining members will have to handle more tasks, which they may not be familiar with.     | Unlikely           | Catastrophic | 900                  | Reorganize the team so that there is more overlap of work and people therefore understand each other's job.           |
| 3 | Different management is responsible for the project<br><br>Changes to the project development plan and take time for team members to get used to. | Unlikely           | Serious      | 750                  | Prepare briefing documents for senior management.   |
| 4 | Bugs appeared due to code refactor<br><br>Need to revert or fix bugs (may harder than code from scratch)  | Likely             | Serious      | 5625                 | Checkout new branches and open pull requests before merge into the released code                                      |
| 5 | Team members do not   | Frequently         | Negligent    | 900                  | Should provide brief  |



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|  | understand clearly the work of others |  |  |  | explanations of functions or features when implementing. |
|  | Take time to explain                  |  |  |  |  |

#### 4.3.4 Configuration Management

- Google Drive: Used for structuring and saving documentations of the project including project plans, vision documentations, weekly notes, meeting minutes,...
- Jira: Monitoring the project schedule, documentation and task management.
- Git/ Github: Saving and keeping track of the app implementation progress..
- Figma: Designing briefly how the app is displayed and works on platforms.
- Draw.io: Showing how data source of the app is stored and interacted.