HACETTEPE UNIVERSITY DEPARTMENT OF COMPUTER ENGINEERING
BBM487: SOFTWARE ENGINEERING LABORATORY

PROJECT PLAN

GROUP - 6

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Library Book Loan System
Project Plan

1 Introduction

This document is a plan for a project which is developed by our team. The first delivery of this project is software vision and project plan. After that software requirements document will be prepared in the second delivery. But as the first thing we determined the group roles and task distribution. We extracted a pre-architect to our project in a first vision for these deliverements. Then we will start to develop our software and deliver the first demo in the third delivery. After the first demo delivery we will finish our code and we will run test for a better result. And we will make the final delivery with a presentation of our project.

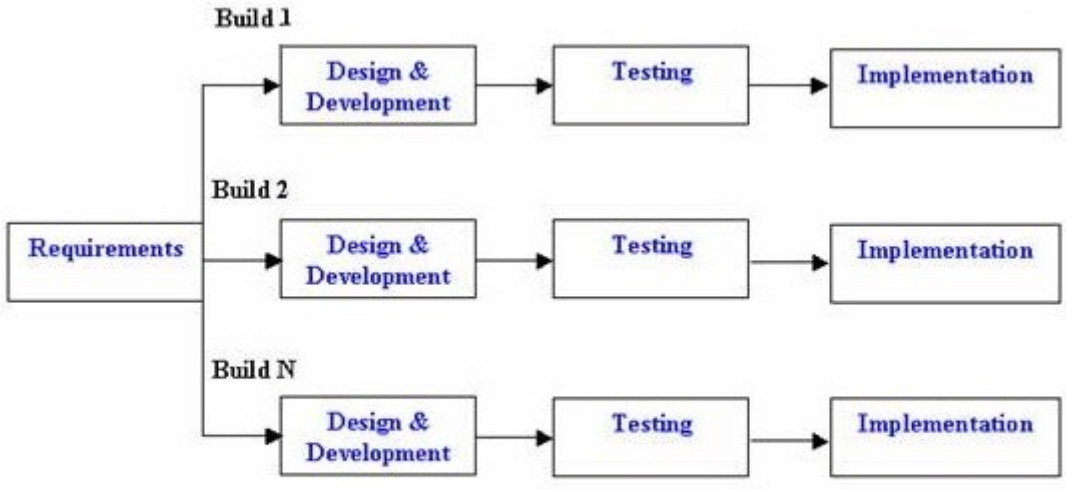
2 Project organization

Our project team has three members.
We will use GitHub, WhatsApp, Facebook for communication.

Member Name	Role	Predicted Works
İrem Kocabaş	Developer	Data Management with Database and Graphic User Interface of the System
Cemal Ünal	Software Tester – Project Manager	Trying to possible scenarios and test the System
Metin Arslantürk	Software System Architect	Develop system architect and control the process

3 Project practices and measurements

We will develop our project with Incremental model which shown in Figure.1



Incremental Life Cycle Model
Figure.1

That model provides us flexibility in the development process. So we can block huge errors which we may get while development process. We will use GitHub to track the life-cycle of our project.

4 Project milestones and objectives

Iteration	**Primary objectives** (risks and use case scenarios)	**Scheduled start or milestone**	**Target velocity**
I1	Designing and determining the Software Architecture	03.03.2017/24.03.2017	21 days
I2	Designing the Graphic User Interface	24.03.2017/31.03.2017	7 days
I3	Designing the Data Structure	31.03.2017/04.04.2017	5 days
I4	Finishing demo	04.04.2017/25.04.2017	21 days
I5	Last changes before the test	25.04.2017/09.05.2017	14 days
I6	Final Product	09.04.2017/16.07.2017	7 days

5 Deployment

This software will be an open-source project. Stakeholders can reach this project easily. Also development life-cycle will continue after delivery so we will accept all improvement and fixing ideas from users of our product. It will be web-based project so it will be reachable from internet easily.

6 Lessons learned

Because of this project will be done by groups, we had experiences about being a group and making task distribution. And also we learned how to do preliminary of a software product. Using the open-up templates while creating a new project is an another gain for us.