
Group 14

BOOKEE
Software Development Plan (Small Project)
Version 1.0

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| BOOKEE | Version: 1.0 |
| Software Development Plan (Small Project) | Date: 29/10/2023 |
| <document identifier> | |

Revision History

| Date | Version | Description | Author |
|------------|---------|--|----------|
| 29/10/2023 | 1.0 | First version with the information we have at sprint 1 | All team |
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Software Development Plan (Small Project)

1. Introduction

1.1 Purpose

The purpose of the Software Development Plan is to gather all information necessary to control the project. It describes the approach to the development of the software and is the top-level plan generated and used by managers to direct the development effort.

The following people use the Software Development Plan:

- The **project manager** uses it to plan the project schedule and resource needs, and to track progress against the schedule.
- **Project team members** use it to understand what they need to do, when they need to do it, and what other activities they are dependent upon.

1.2 Scope

This Software Development Plan describes the overall plan to be used by the BOOKEE project, including deployment of the product. The details of the individual iterations will be described in the Iteration Plans. The plans as outlined in this document are based upon the product requirements as defined in the Vision Document.

1.3 Overview

This Software Development Plan contains the following information:

Project Overview — provides a description of the project's purpose, scope, and objectives. It also defines the deliverables that the project is expected to deliver.

Project Organization — describes the organizational structure of the project team.

2. Project Overview

2.1 Project Purpose, Scope, and Objectives

Bookee is an e-commerce platform specialized in buying and selling e-books in pdf formats. At Bookee, readers can easily search, shop, and share their passion for books.

2.2 Assumptions and Constraints

Time duration: 11 weeks (5 sprints)

Staff: 5 members of the group

Equipment: Laptop, Figma

Budget: 0\$

Product type: Web application

2.3 Project Deliverables

Deliverables for each project phase are identified in the Development Case & delivered towards the end of the sprint, as specified in section 4.2.4 Project Schedule.

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3. Project Organization

3.1 Organizational Structure

| | |
|----------------------------------|--------------------------------------|
| 21127364 – Pham Thi Phuong Nam | Project manager, Back-end Developer |
| 21127115 – Tran Thanh Ngan | Business Analyst, Back-end Developer |
| 21127176 – Le Thi Hoai Thu | Back-end Developer |
| 21127412 – Ho Bach Nhu Quynh | Tester, Front-end Developer |
| 21127476 – Le Nguyen Phuong Uyen | Front-end Developer |

3.2 Roles and Responsibilities

| Person | Role |
|-----------------------|--|
| Pham Thi Phuong Nam | Responsible for assisting the Project Manager role in planning/scheduling activities and assisting the Change Control Manager role in controlling changes to artifacts; support for other roles if needed. |
| Tran Thanh Ngan | Responsible for databases, back-end logic, application programming interface (APIs), architecture, and servers |
| Le Thi Hoai Thu | Responsible for databases, back-end logic, application programming interface (APIs), architecture, and servers |
| Ho Bach Nhu Quynh | Responsible for designing and implementing UI, testing the final product |
| Le Nguyen Phuong Uyen | Responsible for designing and implementing UI |

4. Management Process

4.1 Project Estimates

4.2 Project Plan

4.2.1 Phase Plan

| Phase | Iteration | Description |
|--------------|---------------------------------------|--|
| Inception | Sprint 1 (16/10/2023 – 29/10/2023) | Defines business model, product requirements, software development plan and business cases |
| Elaboration | Sprint 2 (30/10/2023 – 12/11/2023) | Learning and drawing Use-case Diagram, analysis, design prototype architecture. |
| | Sprint 3 (13/11/2023 – 26/11/2023) | Design Database and class Diagram. Implementation and test prototype architecture. |
| Construction | Sprint 4 (27/11/2023 – 10/12/2023) | Implement UI, functions of website, database. |
| | Sprint 5 (11/12/2023 – 24/12/2023) | Implement and test use cases, detect and fix errors. |

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Sprint1 / PA1

| TASK | WEEK 1 (16/10 - 22/10) | | | | | | WEEK 2 (23/10 - 29/10) | | | | | | | | |
|----------------------------|------------------------|----|----|----|----|----|------------------------|----|----|----|----|----|----|----|--|
| | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | |
| Training Github, HTML, CSS | | | | | | | | | | | | | | | |
| Training Figma | | | | | | | | | | | | | | | |
| Training Javascript | | | | | | | | | | | | | | | |
| Write project plan | | | | | | | | | | | | | | | |
| Write vision document | | | | | | | | | | | | | | | |
| Write weekly report | | | | | | | | | | | | | | | |

Sprint2 / PA2

| TASK | WEEK 1 (30/10 - 5/11) | | | | | | | WEEK 2 (6/11 - 12/11) | | | | | | |
|--|-----------------------|----|---|---|---|---|---|-----------------------|---|---|---|----|----|----|
| | 30 | 31 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Training Javascript, Learn Use-case model and specification, | | | | | | | | | | | | | | |
| Draw Use-case model | | | | | | | | | | | | | | |
| Design UI for each feature | | | | | | | | | | | | | | |
| Write use-case specification document | | | | | | | | | | | | | | |
| Learning to design database | | | | | | | | | | | | | | |
| Write weekly report | | | | | | | | | | | | | | |
| Update vision document, project plan | | | | | | | | | | | | | | |

Sprint3 / PA3

| TASK | WEEK 1 (13/11 - 19/11) | | | | | | | WEEK 2 (20/11 - 26/11) | | | | | | |
|--|------------------------|----|----|----|----|----|----|------------------------|----|----|----|----|----|----|
| | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| Design database | | | | | | | | | | | | | | |
| Software Architecture Document (SAD) | | | | | | | | | | | | | | |
| Design class diagram | | | | | | | | | | | | | | |
| Implement UI prototype | | | | | | | | | | | | | | |
| Update use-case specification document | | | | | | | | | | | | | | |
| Writing weekly report | | | | | | | | | | | | | | |

Sprint4 / PA4

| TASK | WEEK 1 (27/11 - 3/12) | | | | | | | WEEK 2 (4/12 - 10/12) | | | | | | |
|---------------------------------------|-----------------------|----|----|----|---|---|---|-----------------------|---|---|---|---|---|----|
| | 27 | 28 | 29 | 30 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Implement UI | | | | | | | | | | | | | | |
| Implement key features and database | | | | | | | | | | | | | | |
| Revise Software Architecture Document | | | | | | | | | | | | | | |
| Writing weekly report | | | | | | | | | | | | | | |

Sprint5 / PA5

| TASK | WEEK 1 (11/12 - 17/12) | | | | | | | WEEK 2 (18/12 - 24/12) | | | | | | |
|----------------------------------|------------------------|----|----|----|---|----|----|------------------------|----|----|----|----|----|----|
| | 11 | 12 | 13 | 14 | 5 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| Write test plan | | | | | | | | | | | | | | |
| Write test case report | | | | | | | | | | | | | | |
| Complete all features of project | | | | | | | | | | | | | | |
| Run test case and fix bug | | | | | | | | | | | | | | |
| Make presentation slide | | | | | | | | | | | | | | |
| Writing weekly report | | | | | | | | | | | | | | |

4.2.2 Iteration Objectives

- Project meeting

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- Update system
- Writing report

4.2.3 Releases

Release must contain as a minimum the basic functionality as listed below:

- Admin's functions
- Login
- Register for user
- Authentication for users
- Show out ebooks for website
- Comment and evaluate ebooks
- Buy ebooks

4.2.4 Project Schedule

| Phase | Iteration | Tasks | Assignee | Start Date | End Date |
|-------------|-----------|--|----------------------|---------------------------|---------------------------|
| Inception | Sprint 1 | Training Github, HTML, CSS | All team | 18/10/2023 | 21/10/2023 |
| | | Training Figma | LNPUyen, HBNQuynh | 19/10/2023 | 29/10/2023 |
| | | Training Javascript part 1 | everyone | 19/10/2023 | 29/10/2023 |
| | | Writing project plan part 1 Vision part 1, 2 | LTHThu | 22/10/2023 | 28/10/2023 |
| | | Writing project plan part 2 Vision part 3, 6 | PTPNam | 22/10/2023 | 28/10/2023 |
| | | Writing project plan part 3, 4.2.1 Vision part 3, 6 | HBNQuynh | 22/10/2023 | 28/10/2023 |
| | | Writing project plan from part 4.2.2 to 4.2.5 Vision part 4, | LNPUyen | 22/10/2023 | 28/10/2023 |
| | | Writing weekly report | LNPUyen | 18/10/2023, 27/10/2023 | 18/10/2023, 27/10/2023 |
| | | Writing project plan from part 4.3.1 to 4.3.3 Vision part 5 | TTNgan | 22/10/2023 | 28/10/2023 |
| Elaboration | Sprint 2 | Training Javascript part 2, Learn Use-case model and specification, | All team | 30/10/2023 | 05/11/2023 |
| | | Update vision document, project plan | All team | 09/11/2023 | 11/11/2023 |
| | | Draw Use-case model and Use- case specification | HBNQuynh, LNPUyen | 31/10/2023 | 04/11/2023 |
| | | Implement to design UI | HBNQuynh, LNPUyen | 02/11/2023 | 12/11/2023 |
| | | Use-case specification document | LTHThu | 01/11/2022 | 11/11/2022 |
| | | Learning to design database | TTNgan, PTPNam | 30/10/2023 | 12/11/2023 |
| | | Writing weekly report | LNPUyen | 01/11/2023 | 11/11/2023 |
| | Sprint 3 | Design database | TTNgan, PTPNam | 13/11/2023 | 26/11/2023 |

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|--------------|----------|--|------------------------|------------------------|------------------------|
| Construction | | Learn and design class diagram | HBNQuynh, LNPUyen | 19/11/2023 | 26/11/2023 |
| | | Software Architecture Document (SAD) | All team | 15/11/2023 | 25/11/2023 |
| | | Update use-case specification document | LTHThu | 16/11/2023 | 26/11/2023 |
| | | Writing weekly report | LNPUyen | 15/11/2023 | 24/11/2023 |
| | Sprint 4 | Code UI | HBNQuynh, LNPUyen | 27/11/2023 | 08/12/2023 |
| | | Implement functions of project, Fix errors of projects | All team | 27/12/2023 | 10/12/2023 |
| | | Update Software Architecture Document | TTNgan, PTPNam, LTHThu | 28/11/2023 | 02/12/2023 |
| | | Writing weekly report | LNPUyen | 29/11/2023, 08/12/2023 | 29/11/2023, 08/12/2023 |
| | Sprint 5 | Test plan | HBNQuynh | 11/12/2023 | 14/12/2023 |
| | | Test case | | 05/12/2023 | 24/12/2023 |
| | | Complete functions of project, Project Presentation | All team | 11/12/2023 | 17/12/2023 |
| | | Writing weekly report | LNPUyen | 13/12/2023, 22/12/2023 | 13/12/2023, 22/12/2023 |

4.2.5 Project Resourcing

The number of staffs:

- 21127364 – **Pham Thi Phuong Nam** *Project manager, Developer*
- 21127176 – **Le Thi Hoai Thu** *Developer*
- 21127476 – **Le Nguyen Phuong Uyen** *Developer*
- 21127412 – **Ho Bach Nhu Quynh** *Tester, Developer*
- 21127115 – **Tran Thanh Ngan** *Business Analyst, Developer*

Specific requirements: Training JavaScript, HTML, CSS, Figma. (End Date: 8/11/2023)

4.3 Project Monitoring and Control

4.3.1 Requirements Management

| Phase | Description | Duration |
|-------------|---|-------------------------|
| Inception | <ul style="list-style-type: none"> • Identify and analyze customer's requirements. • Make a plan for the project, the goals and risks management plan are also made. • Estimate the budget and time. | 18/10/2023 - 29/10/2023 |
| Elaboration | <ul style="list-style-type: none"> • Planning and modeling. • A detailed evaluation and development plan is carried out and diminishes the risks. | 30/10/2023 - 26/11/2023 |

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| Construction | <ul style="list-style-type: none"> • Implementation. • The project is developed and completed. • Testing is done. | 27/11/2023 - 24/12/2023 |
| Transition | <ul style="list-style-type: none"> • Deployment. • The project is finally released to the customer. | |

4.3.2 Reporting and Measurement

4.3.3 Risk Management

| Risk Ranking (High, Medium, Low) | Risk Description and Impact | Mitigation Strategy and/or Contingency Plan |
|----------------------------------|--|--|
| High | Requirement change | Discuss about requirements and review the plan carefully by each member to ensure everyone understood. |
| Medium | New (unexpected) technology to learn | Find out about which languages or technologies should be learned and used for developing the project. |
| Medium | Some features were not done/ completed on time | Regularly monitor progress to ensure features stay on track, avoiding undone or incompletd situations may occur. |
| Low | Team member's task was overdue | Strictly monitor progress of each member's assigned tasks. |

4.3.4 Configuration Management