
Group 04

Novelist
Software Development Plan (Small Project)
Version 1.1

Novelist	Version: 1.2
Software Development Plan (Small Project)	Date: 07/05/2023
SDP-01	

Revision History

Date	Version	Description	Author
02/07/2023	1.0	Project plan Project Monitoring and Control	Nguyen Hong Hanh
04/07/2023	1.1	Introduction Project overview and organization	Hoang Anh Tu

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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 Novelist 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

Purpose and Objectives:

The purpose of the Novelist project is to create a comprehensive reading novel website that provides an engaging platform for readers to discover, access, and enjoy a wide range of novels. The main objectives of the project are as follows:

Novel Discovery: The website aims to provide a user-friendly interface for readers to explore and discover novels from various genres, including romance, fantasy, mystery, science fiction, and more. It will offer robust search and filtering options to help readers find novels based on their preferences.

Reading Experience: The project seeks to enhance the reading experience by providing a seamless and immersive interface.

Author Interaction: Novelist aims to foster a sense of community by allowing authors to interact with their readers. It will provide a platform for authors to showcase their works, share updates with readers through comments and forums. This will encourage a collaborative environment and enable readers to connect with their favorite authors.

Deliverables:

The Novelist project is expected to deliver the following key deliverables:

Fully Functional Website: A well-designed and intuitive website that offers a seamless and engaging reading experience for users.

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Novel Database: A comprehensive database of novels covering various genres, ensuring a diverse selection for readers.

User Management System: A user registration and management system that allows readers to create accounts, manage their profiles, and track their reading progress.

Novel Discovery and Search: Robust search and filtering capabilities that enable users to easily discover novels based on their preferences.

2.2 Assumptions and Constraints

Assumptions:

Writer's Availability: It is assumed that a capable writer is available or will be hired to complete the novel as per the project requirements.

Collaboration: It is assumed that the writer will collaborate with beta readers, literary agents, or editors to gather feedback and improve the novel's quality.

Cultural Sensitivity: It is assumed that the writer will exercise cultural sensitivity and research to accurately represent diverse characters, backgrounds, and experiences in the novel.

Reader's Engagement: The plan assumes that the novel will incorporate elements to engage readers emotionally, intellectually, or through thought-provoking themes.

Legal Considerations: It is assumed that the writer will adhere to all legal obligations, including obtaining necessary permissions for quotes, references, or copyrighted material used in the novel.

Constraints:

Time Constraints: The project is subject to time limitations, and the novel must be completed within a specific timeframe.

Market Demand: The success of the novel may be subject to market demand and readers' preferences, which can present constraints on its reception and commercial viability.

Intellectual Property Rights: The project must adhere to copyright laws and intellectual property rights, ensuring that the content created does not infringe upon existing works.

These assumptions and constraints provide a general framework for planning and executing "The Novelist" project. However, it's essential to consider specific details, goals, and circumstances associated with your individual project to create a comprehensive list.

2.3 Project Deliverables

- Project plan : 08/07/2023
- Software architecture: 29/07/2023
- UI design: 23/07/2023
- Program coding:
 - + Front-end, back-end: 30/07/2023
 - + Deploy website: 05/08/2023
- Product testing: 11/08/2023
- Release: 15/08/2023

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3. Project Organization

3.1 Organizational Structure



3.2 Roles and Responsibilities

Person	Role	Responsibility
Hoang Anh Tu	Project Manager	Responsible for planning, executing, monitoring, controlling, and closing out projects, coordinating resources, managing budgets, measuring and tracking project progress
Nguyen Thi Cam Nhung	UI/UX Design Leader	Responsible for the user interface of the website, gathering user requirements, designing graphic elements, and developing navigation components
Pham Tien Duc	Tech Leader	Responsible for tech tasks, reviewing code and helping the team members with the technical aspects, such as coding and programming, working with tech risks and solve practical problems during the development stage
Banh Minh Phuong	Test Leader	Responsible for executing testing, including test set-up and execution, evaluation of test execution and recovery from errors
Nguyen Hong Hanh	Software Architect	Responsible for planning, gathering requirements, organizing and designing the software system

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4. Management Process

4.1 Project Estimates

- *Estimated cost*

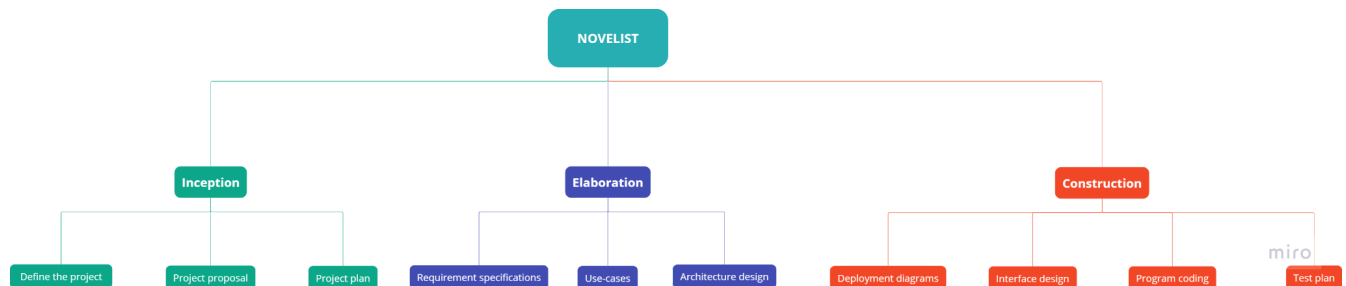
Project Phase	Labor	Material	Total
INCEPTION	0 VND	0 VND	0 VND
ELABORATION	0 VND	0 VND	0 VND
CONSTRUCTION	0 VND	0 VND	0 VND
Total			0 VND

- *Estimated time*
2 months: 19/06/2023 - 19/08/2023
 Estimated schedule for the project: 4.2
- *Re-estimation points and circumstances*
 The re-estimation will occur:
 - At the end of each phase
 - When it's behind schedule
 - When there is an excess in the initial cost estimation

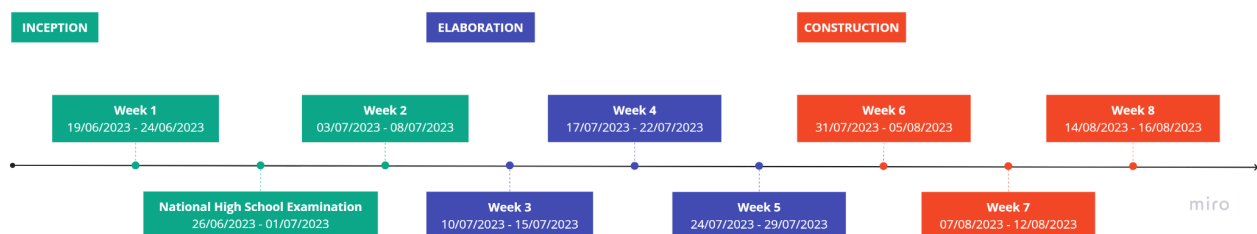
4.2 Project Plan

4.2.1 Phase Plan

- **Work breakdown structure**



- **Phase timeline**



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4.2.2 Iteration Objectives

Phase	Iteration	Description
INCEPTION	Preliminary Iteration	Define the topic, requirements and project plan
ELABORATION	Define software architecture	Complete requirements and use-cases specifications Architecture design for all use cases
CONSTRUCTION	Software development	Complete deployment diagrams and interface design Program coding Prepare test plan
	Develop 1st release	Implement and test use cases
	2nd release - representation	Fix defects from 1st release and develop 2nd release

4.2.3 Releases

- **1st release**
Time: 12/08/2023
Note: All key features from a user and architectural perspective are implemented
- **2nd release (Representation)**
Time: 16/08/2023
Note: Defects minimized and all key functionalities are implemented

4.2.4 Project Schedule

ID	Task	Start date	End date	Dependencies
PP	Project plan			
PP1	Project overview & organization	19/06/2023	08/07/2023	
PP2	Project plan & risk management			
PP3	Project features & product requirements			
PP4	Product position			
PP5	Stakeholder and User Descriptions			
SA	Software architecture			
SA1	Design use-case diagram	10/07/2023	19/07/2023	PP3
SA2	Use-case specification			PP3
SA3	Model class diagrams	20/07/2023	24/07/2023	SA2
SA4	Deployment diagrams	24/07/2023	29/07/2023	SA3
UD	UI design			

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UD	Sketch the user interface	20/07/2023	23/07/2023	SA2
PC	Program coding			
PC1	Front-end	24/07/2023	30/07/2023	SA, UD
PC2	Back-end			SA, UD
PC3	Deploy website	31/07/2023	05/08/2023	PC1, PC2
PT	Product Testing - 1st release			
PT1	Prepare test plan	31/07/2023	05/08/2023	SA
PT2	Execute test	07/08/2023	09/08/2023	PT1, PC
PT3	Test summary report	09/08/2023	11/08/2023	PT2
	2nd release			
T0	Fix detects	12/08/2023	15/08/2023	PT
T1	Product release & representation prepare			PT

4.2.5 Project Resourcing

Assigned to	ID	Task	Knowledge Requirements
Lead: Hoang Anh Tu	PP	Project plan	
Hoang Anh Tu	PP1	Project overview & organization	
Nguyen Hong Hanh	PP2	Project plan & risk management	
Nguyen Thi Cam Nhung	PP3	Project features & product requirements	
Banh Minh Phuong	PP4	Product position	
Pham Tien Duc	PP5	Stakeholder and User Descriptions	
Lead: Nguyen Hong Hanh	SA	Software architecture	UML
Nguyen Hong Hanh	SA1	Design use-case diagram	
Banh Minh Phuong Nguyen Thi Cam Nhung	SA2	Use-case specification	
Pham Tien Duc	SA3	Model class diagrams	
Hoang Anh Tu	SA4	Deployment diagrams	
Lead: Nguyen Thi Cam Nhung	UD	UI design	

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Nguyen Thi Cam Nhung	UD	Sketch the user interface	Figma
Lead: Pham Tien Duc	PC	Program coding	HTML CSS JavaScript Python
Nguyen Hong Hanh Banh Minh Phuong	PC1	Front-end	
Pham Tien Duc Hoang Anh Tu	PC2	Back-end	
	PC3	Deploy website	
Lead: Banh Minh Phuong	PT	Product Testing - 1st release	
Banh Minh Phuong	PT1	Prepare test plan	
Banh Minh Phuong Nguyen Thi Cam Nhung	PT2	Execute test	
Banh Minh Phuong	PT3	Test summary report	
Lead: Hoang Anh Tu	2nd release		
	T0	Fix detects	
	T1	Product release & representation prepare	

4.3 Project Monitoring and Control

4.3.1 Requirements Management

The requirements for this system are captured in the Vision document. Requested changes to requirements are captured in Change Requests, and are approved as part of the Configuration Management process.

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.

Risk Ranking (High, Medium, Low)	Risk Description and Impact	Mitigation Strategy and/or Contingency Plan
High	Member is not capable of completing a task due to their skills → Overdue task	Members help each other to learn the skills needed to complete the given task The leader needs to be sure about members’ ability when allocating tasks
High	Can not complete tasks in time due to mistakes in previous processes	Double check before moving on Ask for TA’s feedback and advice

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	→ Behind schedule and late delivery	
High	A change in requirements results in redesigning from scratch → Major rework	Make sure of requirements list before implementing Cut down unnecessary features Ask for TA's feedback and advice
High	Facing issues with safety and security → Loss of data	Make sure to backup all the project in all period Ask for TA's feedback and advice
Medium	Some members have to quit the project because of personal problems → Task cancellation and lack of human resource	Make sure that all members have to clearly understand the work of each teammate A member is required to hand over all his/ her work to another teammate before quitting the project
Low	Members are in argument with each other	All members are responsible for resolving arguments between teammates All members must commit to completing oneself's task without being affected by arguments

4.3.4 Configuration Management