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# **1 Overview**

## **1.1 Purpose,Scope and Objective**

The purpose of this document is to provide a plan for the life cycle of the project. The plan will include management, scheduling, estimation and distribution.

Our project aims to make an tool that helps to keep track of the important text that they find while browsing through the web.The basic features are - Highlight, Re- Highlight,Add a custom note,sync the highlights across all the platform.The system will also provide the client with login system. The most important feature is that user of our application will have access to all the data collected by the application installed in various devices at one place.

Our project also aims to build a Chrome extension, Android app and a Website. The basic features of Chrome extension is sign-up,login,Highlight, Re-Highlight. This would help user to keep track of the text that he has found interesting over the internet.

The objective of the project is to provide the user with a system that can serve all the requirements that are mentioned in the software requirement specification.

## **1.2 Assumption and dependencies**

* The users of both the applications should have basic knowledge of English to use the application.
* User should have Chrome Browser to highlight the text. .
* Only cash payments are acceptable to the client.
* The client needs an active internet connection to do highlights.
* Internet Connection is required to retrieve the highlights of the in the android application.

## 

## **1.3 Project deliverables**

|  |  |
| --- | --- |
| **Phase** | **Deliverables** |
| Feasibility | * Feasibility report of the selected and rejected projects. * Project proposal of the selected project |
| Requirement | * SRS Document * Traceability matrix * Project Plan |
| Design | * Blueprint of the project * System test plan document * Design of the database |
| Coding and Unit Testing | Individual working modules of the project |
| Testing | Integrating testing and system testing report |

## **1.4 Schedule and summary**

|  |  |  |
| --- | --- | --- |
| **Phase** | **Expected number of days** | **Planned due date** |
| Feasibility | 4 | 20th August 2016 |
| Requirement | 22 | 27nd September 2016 |
| Design | 10 | 10 st October 2016 |
| Coding and Unit Testing | 36 | 7 th November 2016 |
| Integration and System Testing | 7 | 14 th November 2016 |

## **1.5 Evolution of the plan**

The project plan is subject to change in future if there are any unfamiliar developments in the project. The project plan shall also be modified if any new methodologies or process models are found more beneficial and can be included in the project.

# **2 Project Organization**

## **2.1 External Interface**

External interface requirements specify hardware, software, or database elements with which a system or components must interface.This section provides information to ensure that the system will communicate properly with external components. If different portions of the product have different external interfaces, incorporate an instance of this section within the detailed requirements for each such portion.

**2.1.1 User Interface**

* GUI standard or product family style guide.
* Standards for fonts, icons, button labels, images, color schemes, field tabbing sequences, commonly used controls, and the like
* Screen layout or resolution constraints
* Standard buttons, functions, or navigation links that will appear on every screen, such as a help button
* Shortcut keys
* Message display conventions
* Layout standards to facilitate software localization

## **2.2 Internal Structure**

The team consists of nine members guided and evaluated by Project Managers Parth Nigam, Anshuman agarwal and with Professor Asim Banerjee. Team leader is responsible for work distribution and monitoring the work thus done. Other than the team leader, there is no hierarchy among the team, following a flat structure of working. Following is the internal structure for communication amongst the entities related to the project.

|  |  |  |  |
| --- | --- | --- | --- |
| **Type of communication** | **Method used** | **Frequency of meeting** | **Information shared during meeting** |
| Project related | Face to face | Twice a week approximately | Status of the project, problems in the project, future plan |
| Sharing of project work and data | Google Drive,Github | When required | All project documentation and reports and code files. |
| Other Project related discussions. | Slack, Trello | Everyday | Maintaining TO-DOs and discussions. |
| Meeting with Project Managers | Face to face | Every Saturday in Lab or if required more than that. | Seeking guidance for project related issues and suggestions |

## **2.3 Roles and Responsibilities**

|  |  |  |  |
| --- | --- | --- | --- |
| S.No | Name | Student ID | Role/Responsibility |
| 1 | Avi Aryan | 201451071 | -Database design  -Testing team  -Detailed design  -Meeting Log |
| 2 | PATEL NISARG | 201301084 | -Documentation  -Feasibility analysis  -Testing Team  -Login module |
| 3 | PATEL RISHITA | 201301091 | -Feasibility analysis  -Documentation  -Testing Team  - XML layout |
| 4 | PRATYUSH REDDY | 201301122 | -Backend coding  -Research  -Api for database usage |
| 5 | VELAGA RAMA KRISHNA | 201301140 | -Backend Coding  -Detailed design |
| 6 | PARTH NIGAM | 201301154 | -Documentation  -Requirement analysis  -Backend Coding |
| 7 | DHRUV BHUTANI | 201301176 | -Organising human resources and divide work  -Frontend Coding  -Client handling  -Review Documents |
| 8 | SUNEET MEENA | 201301218 | -Documentation  -UI design |
| 9 | SHUBAM SINGH JAMWAL | 201301228 | -Frontend Coding  -UI design  -Review Documents |

# **3. Managerial Process Plans**

## **3.1 Start-up Plan**

The work plans discussed in the subsequent sections can be modified as the requirements of the project may/may not change in the future.

## **3.1.1 Estimation plan**

The estimation plan we are going to use is the Constructive Cost Model (COCOMO).

COCOMO estimates the effort required in a project in person months.

## **3.1.2 Project Staff Training Plan**

The tools and technologies to be used in the project are decided according to the requirements of the client. The team members need to attain proper knowledge of the tools used in their respective departments. The team members should practice following principles which help in betterment of the team.

# **3.2 Work Plan**

## **3.2.1 Work Activities**

* Feasibility study
* Interviewing and requirements gathering
* Project planning
* Choosing technologies
* Organise and assign work
* Monitor project progress
* Database design
* UI Design
* Detailed design
* Coding - Front end and Back end
* Unit testing
* Integration testing
* Documentation during every phase
* Reviewing requirements at any point of time

## **3.2.2 Schedule Allocation**

Each phase is allocated a certain time period according to initial requirements. The schedule allocation is described in section 1.4.

## **3.3 Risk Management Plan**

**1.Time constraint**

Break down the project into phases. Divide the work amongst the team members and review the progress regularly.

**2.Changes in requirements**

Any changes in requirements can be easily accommodated in the next increment of the product.

**3.Technical difficulties**

Members must improve their knowledge of tools and technologies being used before the coding phase. Consult experienced developers whenever necessary. Make sure that the requirements are satisfied after every phase so that any existing problem is detected early.

## **3.4 Quality Control Plan**

Management within the group: The project will be monitored by conducting appropriate

meetings among the team members. Team members have been allocated specific tasks involved during the process of software development. At the end of each module or phase, the progress will be evaluated and accordingly there will be proper planning to complete the project in systematic and cost effective manner.

Requirement Management: Requirement specification document will contain all the requirements as specified by our client. It will be monitored in every phase and will be updated according to the need of the project.

Quality Control: To maintain the quality of each deliverable, a review process will be followed for each deliverable. During the coding phase, proper coding conventions and standards will be followed.

# **4. Development Lifecycle Model**

Software development life cycle model adopted for this project development is Incremental model.The incremental model applies the linear sequences in a staggered fashion as calendar time progresses. Each linear sequence produces a deliverable increment of the software.The process is repeated following the delivery of each increment, until the completed product is produced.The first increment is usually the core product.The reason to adopt this model is because requirements of the product are clearly defined and understood, also with every iteration an operational product is delivered

For our Android application Hoggers Den, for the first increment we would deliver the application with the local database only.The client will be able to use all system features view sales and login details on the android device only. In the second iteration, we would also provide a customer application in which a person can order from anywhere. The person will have to ask our client to move his order from probable order list to current order list to get his order prepared.