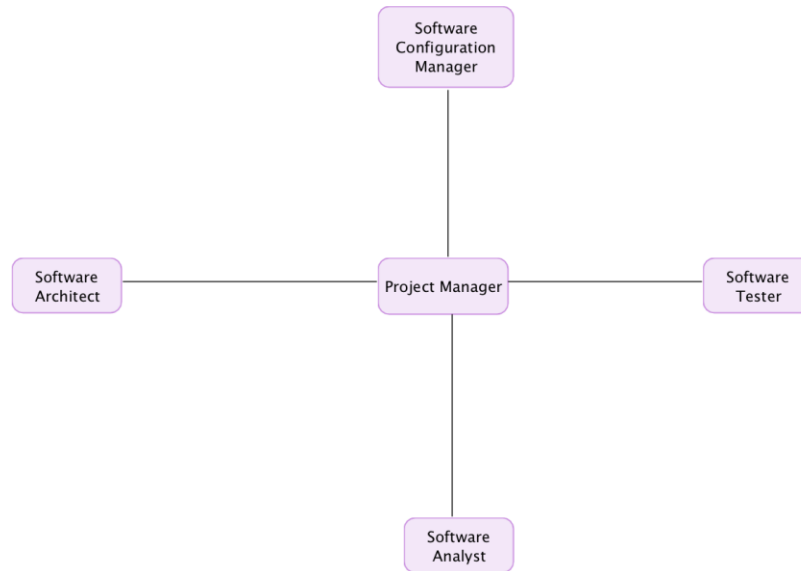# Bene-Fit Sports Center Management System
Project Plan

1. Introduction

This document includes project organization, practices and milestones. The intended audience of the bene-fit sports center management system is all project stakeholders including the project senior leadership and the project team.

2. Project organization

Name	Description	Responsibilities
Project Manager Veli Can AYDIN b21526662@cs.hacettepe.edu.tr	Leads development of the Bene-Fit SCMS	Plans, manages and allocates resources, decides priorities, coordinates interactions with customers and users, and keeps the project team focused.
Software Architect Abdülsamet KALKAN b21427033@cs.hacettepe.edu.tr	Sees the project from a higher level.	Develop high-level product specifications with attention to system integration and feasibility

Name	Description	Responsibilities
Software Analyst Onur VARSAK b21387485@cs.hacettepe.edu.tr	The person who is the seam between the software users and the software developers.	Maintain, manage and modify all software systems and applications.
Software Configuration Manager Sefa Seyda ÖZDOĞAN b21483421@cs.hacettepe.edu.tr	Ensures the integrity, reliability and reproducibility of our internally and externally developed software products from conception to release	Supports the product development activity so that developers and integrators have appropriate workspaces to build and test their work,
Tester Hakan İMAL b21426993@cs.hacettepe.edu.tr	Tests software for bugs, errors, defects or any problem that can affect the performance of software.	Implementing individual tests, analyzing and recovering from execution errors.
Quality Manager Barkın ATASAY b21590911@cs.hacettepe.edu.tr	Assures that the product meet requirements and bug-free.	Document and follow through issues determined for prompt resolution.

3. Project practices and measurements

In this project, iterative development will be used.
Code should not exceed 6000 lines.
Bugs should not exceed 1 per unit.
Implementation phase should not exceed 4-person-day for each member.

4. Project milestones and objectives

Use Case 1: Register
Use Case 2: Login/Logout
Use Case 3: Pay Fine / History
Use Case 4: Sign Course / List Courses
Use Case 5: Enter Attendance List
Use Case 6: Define Branch
Use Case 7: Define Course
Use Case 8: Define Payment
Use Case 9: Open Course / Close Course
Use Case 10: Activate Members
Use Case 11: Manipulate Customer / Trainer / Employee
Use Case 12: Evaluate Course
Use Case 13: Evaluate Trainer
Use Case 14: Course Request
Use Case 15: Trainer-Customer Messaging System

Iteration	Primary objectives (risks and use case scenarios)	Scheduled start or milestone	Target velocity
I1	Objectives 1. Deliver Software Requirements Document 2. Develop Use Case 1, Use Case 2	16/03/2018 – 23/03/2018	7
I2	Objectives 1. Deliver Architectural Notebook, List of System Test Case Definitions, Risk Management Report, Software Design Document 2. Define Coding Standard 3. Develop Use Case 3-11	23/03/2018 – 27/04/2018	30
I3	Objectives 1. Deliver Software Test Result, Configuration Management Report 2. Develop Use Case 12-15 3. Presentation	27/04/2018 – 4/05/2018	8

5. Deployment

In first iteration, fundamental use cases should be implemented. First demo should include login/logout interfaces and registration process.

Second demo should include defining courses, payment methods and branches for system manager; opening, closing courses, activating members for branch manager; entering attendance list for trainer.

Final demo should include all functionality and should be flexible to improve system in the future.

6. Lessons learned

Team collaboration is hard to establish, since we all know each other, distraction is #1 enemy of ours. We should try to act more professional.