

MerchantDice

# Release Plan

**Version: 1.0**  
**Last Modified: October 27, 2022**

*Release Plan Template Version 1.0 - October 2022*  
*Approved for use by APT200*

**Document Number: 1**  
**Contract Number: 1**

# Approvals

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## Revision History

Version	Date	Organization/Point of Contact	Description of Changes
1.0	10/26/22	Ling Yin	Baseline Version
1.1	10/27/22	Ling Yin	Final Version

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# 1. INTRODUCTION

This release plan is a detailed specification of MerchantDice and the upcoming release versions of their date of availability. The purpose of the release plan is to ensure that MerchantDice is always moving in the right direction and that logical releases are frequently happening. The release plan identifies critical items for each version of release.

The intended audience for this release plan is the entire project team including the project managers, development team and QA team.

# 2. REFERENCED DOCUMENTS

Document Name	Document Number	Issuance Date
Project Plan	3.1	13/10/2022
Software Requirement Specification	2.1	22/09/2022
Risk Management Plan	3.2	13/10/2022
Change Management Plan	4.2	27/10/2022

Table 1: Referenced Documents

### 3. OVERVIEW

With the rise of awareness about the environmental impact of fast fashion, thrifting - buying and selling second hand items, has become an increasingly popular means of shopping amongst Singaporeans. However, there are little known avenues for such exchanges to take place.

Therefore, MerchantDice is a one stop platform that enables:

- Buyers to be able to upload, edit and view items
- Sellers to be able to view, favorite and buy items
- All users to be able to login and register

The context diagram below shows the high level overview of the key functionalities implemented in our initial release

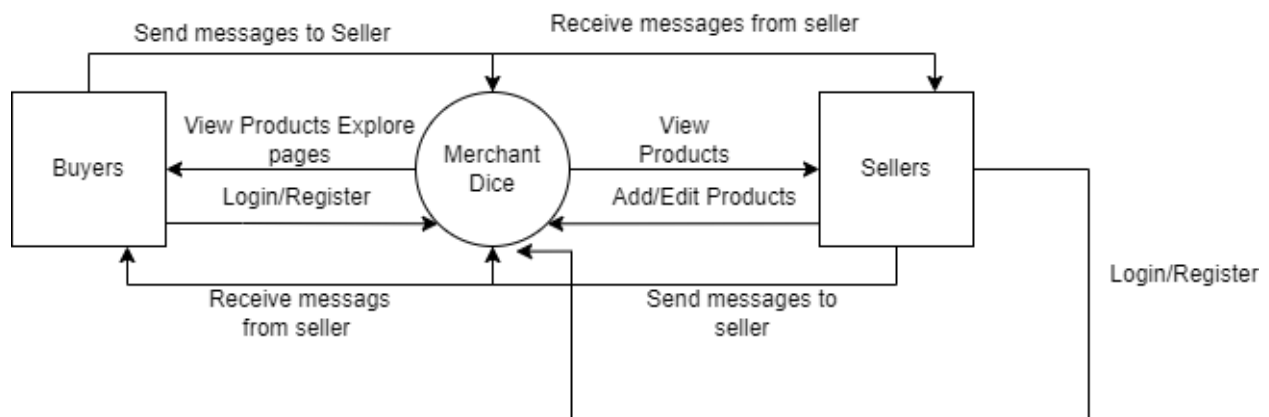


Fig 1. Context Diagram

## 4. ASSUMPTIONS, CONSTRAINTS, RISKS

### 4.1 Assumptions

This release plan is written with the assumption that

- All team members will be able to complete all the tasks assigned to them in the stipulated time frame
- The cost of the project will remain constant throughout the project duration

### 4.2 Constraints

#### 4.2.1 Schedule

The timeline for this budget was approximately 3 months, ranging from August to October 2022. The clients require a minimum viable product by October 2022. As such the core functionality must be implemented.

#### 4.2.2 Budget

The application must be completed within the allocated budget and using the available resources

#### 4.2.2 Manpower

This application must be completed with the amount of team members we are allocated and their availability.



## 4.3 Risks

Some of the identified risks are listed below. The full list of identified risks can be found in the following [document](#).

Risk Identified	Impact Severity	Probability	Impacts	Risk Reduction
More changes to requirements than anticipated	High	25%	Need for a requirements documentation update/complete redesign	Be rigorous in eliciting requirements. Make customers aware of potential repercussions of requirement changes.
Problems coordinating within group due to conflicting schedules	Moderate	40%	Inability to measure progress/portions of projects not completed	Manage and motivate team members. Ensure effective communication between team members through the use of proper communication channels

## 5. RELEASE APPROACH

### 5.1 Rationale

As the agile methodology has been chosen for the Software Development Life Cycle (SDLC) approach, the product will be developed iteratively. With each iteration building on the previous iteration. Therefore, at the end of each sprint, we hope to be able to release a potentially shippable product. Hence, there will be multiple releases of the product. The initial release of the product will serve as a baseline version and any other further updates to the system will be released in subsequent versions

### 5.2 Release Strategy

The product will be delivered in segmented version releases. The initial release (v1.0.0) will be released with the core functionalities implemented. Subsequent releases will be of bug fixes or to implement additional functionalities based on user feedback.

#### 5.2.1 Release Content

The initial release will serve as a baseline version with most of the core functionality stated in the Software Requirement Specification (SRS) document fully implemented.

Subsequent releases will be built based on user feedback and bug fixes. The various releases will have different purposes as shown in the table below

Release Version	Description
Initial Release (v1.0.0)	All functionality stated in the SRS document fully implemented
Release Version v1.1.0	Bug fixes and minor improvements (Based on user feedback)
Release Version v2.0.0	Introduction of in new major features such as in app payments

### 5.2.2 Release Schedule

- The initial release will be released by October 2022.
- Subsequent releases will depend on the user requirements that are elicited after the initial release
  - Bug fixes should take a maximum of 1 month to be completed
  - Major releases should take a minimum of 3 months to be completed

### 5.2.3 Release Impacts

- Before releasing each release, we must ensure that new bugs are not introduced by doing software QA testing
- With each new release, there may be downtime of the system due to deployment of the system. In order to mitigate this, downtime should be done during off peak hours. And all users should be informed about it

### 5.2.4 Release Notification

After a release version is generated all stakeholders will be notified.

- Users will be notified of the features or bug fixes introduced into the version
- Team members and sponsors will be notified about what changes need to be made and deadlines for release

## 6. GLOSSARY

## 7. ACRONYMS

Acronym	Meaning
SDLC	Software Development Life Cycle
SRS	Software Requirements Specifications

## 8. APPENDICES