

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	10/27/22	Ling Yin	Baseline 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

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 Time

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

4.3 Risks

The detailed risk assessment can be found in the risk management document.

5. RELEASE APPROACH

5.1 Rationale

As the agile methodology has been chosen for the Software Development Life Cycle 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 will be released with the core functionalities implemented and subsequent releases will be of bug fixes or additional functionalities.

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 document fully implemented.

Subsequent releases will be built based on user feedback and bug fixes.

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

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