

# Project Plan Document: Wi\$h Li\$t

## 1. Project Scope

This section establishes the boundaries of the project, detailing exactly what will be delivered and what is out of scope to prevent scope creep.

### In Scope (What is included)

- **User Features:**
  - Adding products to a wishlist via product links.
  - Creating custom categories and using predefined ones (e.g., clothing, cosmetics, home).
  - Assigning priority levels to products to indicate purchase intent.
  - Managing product lifecycle (moving to Purchased/Abandoned or deleting).
- **System Features:**
  - Automated price retrieval via web scraping where available.
  - Manual price entry for products where scraping is not possible.
  - Image uploading or manual addition when scraping fails.
  - Periodic price checks and automated user notifications for price changes.
  - Visualizing price history trends via graphs.

### Out of Scope (What is NOT included)

- **Commerce Features:** Direct purchasing, checkout functionality, or payment processing.
- **Inventory & Ads:** Real-time inventory/stock tracking, affiliate marketing, or advertisements.
- **Social & Legal:** Displaying reviews/ratings, legal compliance for third-party scraping, or seller reputation.
- **Advanced Comparison:** Price comparison across multiple sellers for the same product.
- **Guarantees:** Guaranteeing scraping availability for all websites (dependent on external site structures).

## 2. Project Organization - People

The team consists of four contributors. Roles are assigned based on the Task Matrix provided.

Team Member	Role	Primary Responsibilities

<b>Akif Emre Reis</b>	QA Lead & Developer	Target audience analysis, feature definition, end-to-end review, and testing coordination.
<b>Alaaddin Gürsoy</b>	Project Manager & Developer	Project definition, summary, end-to-end review, and ensuring core feature delivery.
<b>Elif Serra Öncü</b>	Tech Lead & Developer	Architecture design, Objectives & Scope definition, and technical implementation.
<b>Gizem Elif Bayar</b>	Documentation Lead & Developer	Deliverables definition, success criteria, reporting, and final document consolidation.

### 3. Execution & Management Objectives

These objectives focus on *how* the project will be managed and delivered, separate from the product goals.

- Centralized Development:** Establish a single source code repository with clean architecture by the end of the Design phase.
- Timely Delivery:** complete all "Core Feature" deliverables (wishlist, scraping, notifications) before the final demonstration date.
- Quality Assurance:** Achieve a system reliability state where scheduled price checks run without critical failures during the testing phase.
- User Validation:** Ensure the UI/UX meets the criteria where 80% of test users can perform core tasks (add product, view history) without guidance.

### 4. Key Phases and Timeline

This simple Gantt-style timeline outlines the project lifecycle.

Phase	Estimated Duration	Description	Key Deliverables

<b>1. Requirements &amp; Planning</b>	Weeks 1	Defining scope, objectives, and assigning tasks.	Project Definition Document, Task Matrix.
<b>2. Design</b>	Weeks 2	Designing system architecture, database schema, and UI mockups.	Database Schema (ER Diagram), Architecture Doc.
<b>3. Development</b>	Weeks 3-7	Coding the web application, implementing scraping logic, and frontend.	Functional Web App, Source Code Repository.
<b>4. Testing &amp; QA</b>	Weeks 8	Integration testing, scraping reliability checks, and user testing.	Test Results, "80% Usability" Verification.
<b>5. Deployment &amp; Demo</b>	Week 9	Final deployment and preparation for the live presentation.	Live Demonstration, Presentation Slides.
<b>6. Closure</b>	Week 10	Final project evaluation and report submission.	Final Project Documentation.

- **Project Start Date:** 26 Oca 2026 - 2 Şubat 2026
- **Target Demo Date:** 23 Mar 2026 - 29 Mar 2026
- **Project Evaluation Date:** 30 Mar 2026 - 5 Nis 2026

## 5. Resource Planning

Resources required to execute the Wi\$h Li\$t project:

- **Development Tools:** IDEs (VS Code, IntelliJ), Git for version control.
- **Web Application Framework:** (e.g., React, Angular, or Vue for frontend; Node.js, Python/Django for backend) - *To be selected by Tech Lead.*
- **Database:** SQL or NoSQL database to store products, user data, and price history.
- **Scraping Libraries:** Libraries such as BeautifulSoup, Selenium, or Puppeteer for extracting price data.
- **Hosting/Infrastructure:** Local servers for development; potential cloud hosting (e.g., Heroku, Vercel, AWS Free Tier) for the demo.

## 6. Risk Management

Potential risks and mitigation strategies:

- **Risk: Anti-Scraping Mechanisms.** Target websites may block scrapers or CAPTCHA may prevent automated price checks.
  - *Mitigation:* Implement fallback to "Manual Price Entry" and use rotating user agents or headless browsers.
- **Risk: DOM Structure Changes.** E-commerce sites often change their layout, breaking scrapers.
  - *Mitigation:* Design modular scrapers that are easy to update; rely on manual entry if a site breaks temporarily.
- **Risk: Scope Creep.** Adding too many features (e.g., complex analytics) might delay core delivery.
  - *Mitigation:* Strictly adhere to the "Out of Scope" list (e.g., no payments, no real-time stock).
- **Risk: Data Overload.** Storing price history for every minute could crash the database.
  - *Mitigation:* Limit price checks to specific intervals (e.g., daily) to manage database load.

## 7. Communication Plan

- **Weekly Stand-ups:** Brief meetings to review the Task Matrix progress and resolve blockers.
- **Collaboration Tools:** Discord/Slack for daily chat; GitHub/GitLab for code reviews and issue tracking.

## 8. Change Management Plan

Process for managing changes to the agreed scope:

1. **Request:** Any team member proposing a change (e.g., adding a new category feature) must document the benefit and cost.
2. **Review:** The team members will evaluate pros and cons then will give a decision.
3. **Decision:** Changes are only approved if they do not jeopardize the "Core Feature Completion" success criteria.

4. **Update:** If approved, the Project Definition Document and Task Matrix are updated immediately.

## 9. Budget Plan (Effort Allocation)

As this is an academic/term project, the "budget" is defined by **team effort (man-hours)** rather than currency.

- **Planning & Design (20%):** High initial investment to ensure the database schema and scraping architecture are solid.
- **Development (50%):** The effort goes into backend logic (scraping, notifications) and frontend integration.
- **Testing & Refinement (20%):** Dedicated time to ensure scraped data is accurate and the UI is usable.
- **Documentation & Demo Prep (10%):** Finalizing the report and rehearsing the live demo.

## 10. Acceptance Tests and Criteria

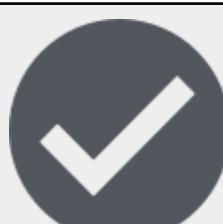
To consider the project "Complete," the following criteria must be met based on the Success Criteria section:

ID	Test Scenario	Acceptance Criteria
AT-01	Add Product via Link	User pastes a URL; system scrapes title/price. If scraping fails, the system prompts for manual entry.
AT-02	Price Change Detection	The system detects a price change (simulated or real) and triggers a notification to the user.
AT-03	History Visualization	The user opens a product detail page; a graph accurately plots at least two different price points over time.
AT-04	Usability Test	A new user can create a category and add a product to it within 2 minutes without asking for help.

<b>AT-05</b>	<b>Reliability Check</b>	The scheduled price-check job runs on a set of 10 test products without crashing or timing out.
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## Task Matrix

Tasks	Akif Emre Reis	Alaaddin Gürsoy	Elif Serra Öncü	Gizem Elif Bayar
<b>Project Scope</b>				
<b>Project Organization - People</b>				
<b>Execution &amp; Management Objectives</b>				
<b>Key Phases and Timeline</b>				
<b>Resource Planning</b>				

Risk Management				
Communication Plan				
Change Management Plan				
Budget Plan (Effort Allocation)				
Acceptance Tests and Criteria				
End-to-end document review and conflict resolution				