Auction\_001

# Project Overview

This project aims to build a system for running an auction at a school or church activity.

The auction system will be for managing a live event, not running an online auction like e-bay. It aims to replace paper voting with a mobile phone system so that people can know what they’ve spent so far and will also help tally the results at the end of the night. The system will support both a silent auction and a live auction and be capable of running on a PC (for an administrator) and iOS and Android mobile devices.

# Team Organization

Elijah Blake – Scrum Master

Connor Osborne – Prototype Wizard, Respository Manager

Errick Aliifua – Activity Diagram Manager

Benji Stewart – UML Master

Our Team Leader will change after every Milestone. The next Team Leader will be selected by the previous Milestone’s Team Leader. Upon being assigned, the new Team Leader will assign rotational roles according to individual skill set and as needed.

The Respository Manager will be in charge of managing the online repository and open pull requests. When changes are made to the repository they will take responsibility to make sure that the pull requests are reviewed. They can review the pull requests themselves to delegate to someone to review pull requests as they see fit.

Our team philosophies include full communication between the group to make sure that all are up to date with current goals. We intend to distribute labor for the project as evenly as wee can and keep all members up to date so that none fall behind.

# Software Development Process

The development will be broken up into five phases. Each phase will be a little like a Sprint in an Agile method and a little like an iteration in a Spiral process. Specifically, each phase will be like a Sprint, in that work to be done will be organized into small tasks, placed into a “backlog”, and prioritized. Then, using on time-box scheduling, the team will decide which tasks the phase (Sprint) will address. The team will use a Scrum Board to keep track of tasks in the backlog, those that will be part of the current Sprint, those in progress, and those that are done.

Each phase will also be a little like an iteration in a Spiral process, in that each phase will include some risk analysis and that any development activity (requirements capture, analysis, design, implementation, etc.) can be done during any phase. Early phases will focus on understanding (requirements capture and analysis) and subsequent phases will focus on design and implementation. Each phase will include a retrospective.

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| **Phase** | **Iteration** |
| 1. | Phase 1 - Requirements Capture |
| 2. | Phase 2 - Analysis, Architectural, UI, and DB Design |
| 3 | Phase 3 - Implementation, and Unit Testing |
| 4 | Phase 4 - More Implementation and Testing |

We will use Unified Modeling Language (UML) to document user goals, structural concepts, component interactions, and behaviors.

# Communication policies, procedures, and tools

Our team will meet together after each class to touch base with one another on the progress of our individual tasks. Our team has also established several forms of communication outside of class including a group text message and a private Discord server.

# Configuration Management

See the README.md in the Git repository.