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# 1. Requirements Gathering and Planning

## Activities

* Understand business goals, features, and user roles (customers, event organizers, admin).
* Create high-level requirements and user stories.
* Define tech stack and architecture.

## Deliverables

* Requirements Document.
* Wireframes/Mockups
* Project Roadmap

## Time Estimate

* 2-3 weeks

## Team

* Business Analyst, Product Manager, UI/UX Designer

## Effort

* ~100-120 person-hours

# 2. Design

## Activities

* Design UI/UX for web and mobile platforms.
* Create style guides and reusable components.
* Design backend architecture (database schema, API design).

## Deliverables

* UI/UX Mockups
* Database Schema
* System Architecture Diagram

## Time Estimate

* 3-4 weeks

## Team

* UI/UX Designer, Solution Architect

## Effort

* ~200-250 person-hours

# 3. Development

## 3.1 Frontend Development

### Activities

* Develop user interfaces (search, event pages, booking flow, etc.).
* Implement responsive design for web and mobile.

### Deliverables

* Functional Frontend (Web and Mobile)

### Time Estimate

* 6-8 weeks

### Team

* Frontend Developers (2-3)

### Effort

* ~500-700 person-hours

## 3.2 Backend Development

### Activities

* Build APIs (user management, event listing, ticket booking, payment processing).
* Implement authentication and authorization.
* Set up database and caching mechanisms.

### Deliverables

* Backend API Services

### Time Estimate

* 8-10 weeks

### Team

* Backend Developers (2-3), DevOps Engineer

### Effort

* ~600-800 person-hours

## 3.3 Mobile App Development

### Activities

* Build native or cross-platform mobile apps (iOS and Android).
* Integrate APIs and features

### Deliverables

* Mobile Applications

### Time Estimate

* 8-10 weeks

### Team

* Mobile Developers (2)

### Effort

* ~500-700 person-hours

# 4. Testing

## Activities

* Functional, integration, and performance testing.
* Cross-browser and cross-device testing.
* Bug fixing and refinements.

## Deliverables

* Test Reports
* Bug-free Application

## Time Estimate

* 4-6 weeks

## Team

* QA Engineers (2)

## Effort

* ~300-400 person-hours

# 5. Deployment and Go-Live

## Activities

* Deploy application to production servers.
* Configure CI/CD pipelines for updates.
* Perform load testing and scalability assessments.

## Deliverables

* Live Application
* Deployment Documentation

## Time Estimate

* 2-3 weeks

## Team

* DevOps Engineer, Backend Developer

## Effort

* ~100-150 person-hours

# 6. Maintenance and Support

## Activities

* Monitor application performance and usage.
* Address user feedback and release updates.

## OnGoing Deliverables

* Feature Enhancements
* Bug Fixes

## Team

* DevOps Engineer, Backend Developer, Frontend Developer.

## Effort

* ~50-80 person-hours/month (ongoing)

# 7. Estimates Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Phase** | **Time** | **Effort (Person-Hours)** | **Team Size** |
| Requirements Gathering | 2-3 weeks | 100-120 | 2-3 |
| Design | 3-4 weeks | 200-250 | 2-3 |
| Frontend Development | 6-8 weeks | 500-700 | 2-3 |
| Backend Development | 8-10 weeks | 600-800 | 2-3 |
| Mobile Development | 8-10 weeks | 500-700 | 2 |
| Testing | 4-6 weeks | 300-400 | 2 |
| Deployment and Go-Live | 2-3 weeks | 100-150 | 1-2 |
| Total (excluding maintenance) | 33-44 weeks | 2300-3120 hours | Varies |

# 8. Assumptions

* Development involves standard features (user login, search, event listing, booking flow, payments).
* Scalable and secure tech stack (e.g., React for frontend, Java for backend, MySQL/PostgreSQL for database).
* Mobile apps use React Native or Flutter for cross-platform compatibility.
* Teams are working in Agile sprints (2-week cycles).