
LemmeDoltForU<Company Name>

LemmeCook
Software Development Plan
Version <1.0>

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Software Development Plan (Small Project)	Date: <29/05/2024>
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Revision History

Date	Version	Description	Author
<29/05/2024 >	<1.0>	First version of Software Development Plan	LemmeDoItForU Team

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Software Development Plan

1. Introduction

A **Software Development Plan (SDP)** is a concise roadmap that outlines the objectives, processes, and resources necessary for a software project. It includes key elements such as project scope, requirements, architecture, schedule, and risk management strategies. The **SDP** ensures that all stakeholders are aligned, resources are allocated efficiently, and potential challenges are proactively addressed. By providing a clear and structured approach, the **SDP** enhances communication and increases the likelihood of delivering a high-quality software product on time and within budget.

2. Project Overview

2.1 Project Purpose, Scope, and Objectives

2.1.1 Purpose

The purpose of this project is to create an application where users can get anything related to food such as: recipes of specific dishes, suggestions of what to eat for a specific purpose (losing weight, healthy diet, etc.), suggestions of what to cook in different situations (party, family gathering, etc.), etc.; and to make revenue from this application.

2.1.2 Scope

A mobile app for cooking enthusiasts.

2.1.3 Objectives

A useful and attractive application for users with an interest in things that related to cooking, eating and food.

2.2 Assumptions and Constraints

- Project has fixed schedule of 12 weeks.
- Budget: 1000\$.
- Each group member is only allowed to come into the meeting late for a maximum of 15 minutes.
- Each group member must follow [Coding convention for TypeScript](#).
- Schedule: Meetings take place on Wednesdays (offline), Saturday or Sunday (online).
- Staff:
 - Backend Developers: 3 persons
 - Frontend Developers: 2 persons
- Equipment:
 - 2 mobile phones (for frontend developers)
 - 5 laptops

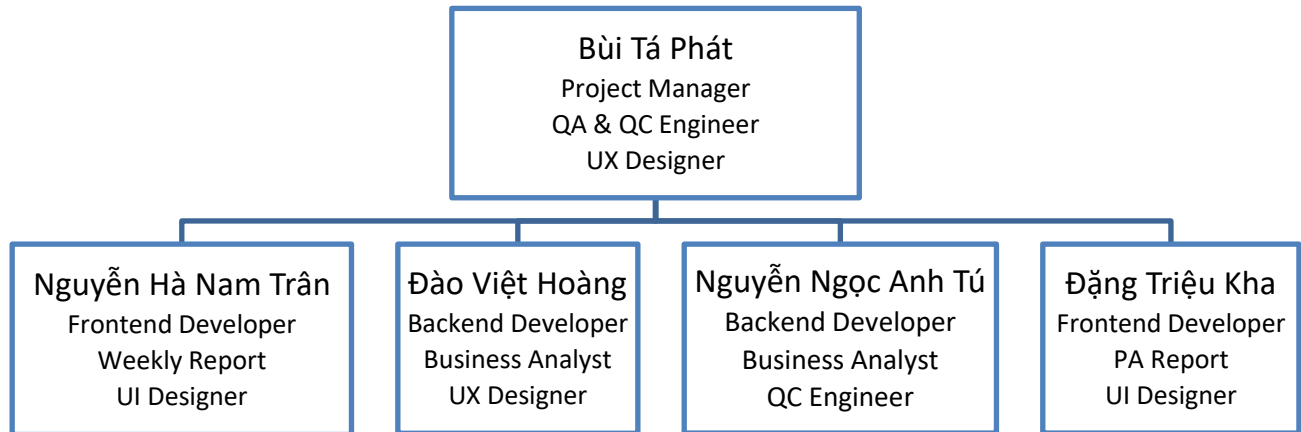
2.3 Project Deliverables

Deliverables for each project phase are identified in the Development Case. Deliverables are delivered towards the end of the interaction, as specified in section 4.2.4 Project Schedule.

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3. Project Organization

3.1 Organizational Structure



3.2 Roles and Responsibilities

Person (Name, role)	Responsibility
Bùi Tá Phát <i>Project Manager, QA & QC Engineer, UX Designer</i>	Manage projects, assign work to members, and provide coding conventions, also responsible for tracking bugs and debugging.
Nguyễn Hà Nam Trân <i>Frontend Developer, Weekly Report, UI Designer</i>	Write weekly report, responsible for front-end part and UI of mobile app.
Đào Việt Hoàng <i>Backend Developer, Business Analyst, UX Designer</i>	Collect customer requirements and connect the development team with the customer, also responsible for back-end part and UX of mobile app.
Nguyễn Ngọc Anh Tú <i>Backend Developer, Business Analyst, QC Engineer</i>	Collect customer requirements and connect the development team with the customer, also responsible for developing back-end of mobile app, testing all features, functions and errors occurred during development.
Đặng Triệu Kha <i>Frontend Developer, PA Report, UI Designer</i>	Responsible for writing the PA report, developing front-end part and UI of mobile app.

4. Management Process

4.1 Project Estimates

- Knowledge and skill's cost: ~1000\$ (~200\$/member)
- Human resources cost: ~12 labor weeks/member

4.2 Project Plan

Phase and Iteration Plan	Sprints	Start-End	Task	Result
Inception	Sprint 1	20/05/2024	Idea for the project.	PA0.

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		- 27/05/2024	Set up environment for the project. Define roles for project members. Write weekly report. Project proposal.	Weekly Report 1.
<i>Elaboration</i>	Sprint 2	27/05/2024 - 10/06/2024	Front-end training: HTML, CSS, TypeScript, Expo. Back-end training: NodeJS, MongoDB, TypeScript, Expo. Vision document. Project plan. Write weekly report and PA.	PA1. Weekly Report 2. Weekly Report 3. Have basic knowledge for building a project.
	Sprint 3	10/06/2024 - 24/06/2024	Continue learning and training technology. Use-case model. Use-case specification. Detailed vision document and project plan. Market research. Design class diagram. Design UI. Write weekly report.	Weekly Report 4. Weekly Report 5. Design of project on Figma: Homepage, Chatbot's chat box, etc. A basic class diagram.
	Sprint 4	24/06/2024 - 15/07/2024	Revised project plan. Front-end: coding some mini project to gain experience. After that, start coding UI with static data (no services). Back-end: continue to finish class diagram. After finish, coding API for calling from front-end Write weekly report and PA.	PA2. Weekly Report 6. Weekly Report 7. Weekly Report 8. A completed class diagram. Have enough skills for building a project.
	Sprint 5	15/07/2024 - 29/07/2024	Apply API from back-end to front-end using services. Improve UI/UX, logic, validate and animation. Prepare test plan and test case. Write weekly report and PA.	PA3 Weekly Report 8. Weekly Report 9.
<i>Construction</i>	Sprint 6	29/07/2024 - 12/08/2024	Continue building project. UI prototype. Write weekly report and PA.	PA4. Weekly Report 10. Weekly Report 11.

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			Prepare the presentation.	Final submission.
	Sprint 7	12/08/2024 - 26/08/2024	Prototyping and Testing. Project presentation. Write PA.	PA5. Presentation project.

4.2.1 Releases

[A brief description of each software release and whether it's demo, beta, and so on.]

4.2.2 Project Schedule

Name	Phase	Target date
Role designation and project proposal	Sprint 1	27/05/2024
Training and vision document	Sprint 2	10/06/2024
Detailed vision document and project plan, design, and class diagram	Sprint 3	24/06/2024
Extensive Training and detailed class diagram	Sprint 4	15/07/2024
Building project and testing preparation	Sprint 5	29/07/2024
Building prototype and preparing presentation	Sprint 6	12/08/2024
Prototyping and testing, and presentation	Sprint 7	26/08/2024

4.3 Project Monitoring and Control

4.3.1 Reporting

- Weekly meeting online on slack or offline
- Weekly status report
- Informal chats

4.3.2 Risk Management

Risk ID	Risk Description	Probability	Impact	Priority	Mitigation Strategy or Contingency Plan
RT1	Technology Integration Issues	Medium	High	High	Conduct thorough testing of all integrated systems before deployment. Ensure regular updates and compatibility checks.

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RT2	Software Bugs and Glitches	High	Medium	High	Implement thorough testing, including unit, integration, and system tests. Establish a protocol for quick bug fixes and regular software updates.
RH1	Timeline Delays	Medium	High	Medium	Develop a detailed project schedule with buffer times, regularly track progress against milestones, and adjust schedules as needed.
RH2	Team member is busy or doesn't have time to work	Medium	Low	Medium	All members of team discuss and divide jobs again to minimize the bad affect to the project

4.3.3 Configuration Management

- Git, GitHub: for distributed version control and source code, related files management.
- Trello: for creating and managing task boards.
- Slack, Messenger: for discussion and planning for the project.
- Figma: for design user interface