Group 5

Sneaker Sales Website
Software Development Plan (Small Project)
Version 1.0

Revision History

Date	Version	Description	Author
05 - Nov - 19	1.0	First Project Plan	Group 5

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Software Development Plan (Small Project)

1. Introduction

1.1 Purpose

The purpose of the *Software Development Plan* is to gather all information necessary to control the project. It describes the approach to the development of the software and is the top-level plan generated and used by managers to direct the development effort.

The following people use the *Software Development Plan*:

- The **project manager** uses it to plan the project schedule and resource needs, and to track progress against the schedule.
- **Project team members** use it to understand what they need to do, when they need to do it, and what other activities they are dependent upon.

1.2 Scope

This *Software Development Plan* describes the overall plan to be used by the Sneaker Sales Website project, including deployment of the product. The details of the individual iterations will be described in the Iteration Plans. The plans as outlined in this document are based upon the product requirements as defined in the *Vision Document*.

1.3 Overview

This *Software Development Plan* contains the following information:

Project Overview — provides a description of the project's purpose, scope, and objectives. It also defines the deliverables that the project is expected to deliver.

Project Organization — describes the organizational structure of the project team.

Management Process — describes the plan, monitoring and control of this project to achieve organizational goals in an efficient and effective manner.

2. Project Overview

2.1 Project Purpose, Scope, and Objectives

This project will implement a customized for Sneaker Sales Website which can help customers to buy sneakers online with friendly UI and some basic features like seeing the list of sneakers, search tool, supporting consumers to contact with saler, adding a item into cart, buying (COD or online payment). Beside that, the system not only help consumer to buy sneakers but also help shop steward to manage goods and orders easily.

2.2 Assumptions and Constraints

The website must be available in time for "Black Friday" in the end of the year 2019 (One of the biggest shopping event in the period of the end of each year).

2.3 Project Deliverables

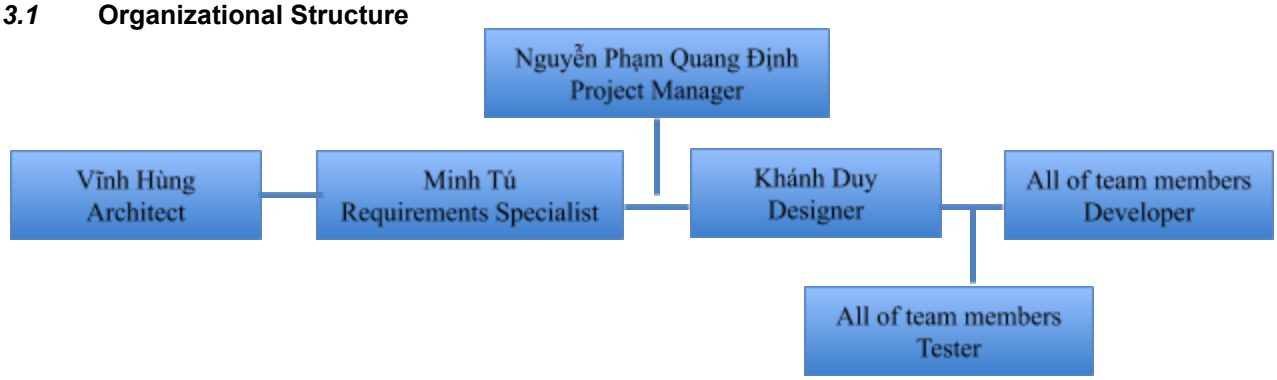
The following deliverables will be produced during the project:

- Project plan.
- Project vision.
- Report per week/spirit.
- Database design.
- Navigation map.
- User interface prototype.
- Software Architecture Document.

- Test Package
- Change Requests
- Test Summary
- Demo product
- Final product

3. Project Organization

3.1 Organizational Structure



3.2 Roles and Responsibilities

Person	Role
Project Manager	The Project Manager allocates resources, shapes priorities, coordinates interactions with the customers and users, and generally tries to keep the project team focused on the right goal. The Project Manager also establishes a set of practices that ensure the integrity and quality of project artifacts.The project manager also join in each roles for supervision and assistance.
Architect	The Architect leads and coordinates technical activities and artifacts throughout the project. The Architect establishes the overall structure for each architectural view: the decomposition of the view, the grouping of elements, and the interfaces between these major groupings. Thus, in contrast with the other workers, the Architect's view is one of breadth, as opposed to depth.
Designer	The creative designer leads and coordinates the prototyping and design of the Web interface, by capturing requirements on the Web interface, including usability requirements, building Web page prototypes, involving other stakeholders of the Web interface, such as end-users, in usability reviews and use testing sessions, and reviewing and providing the appropriate feedback on the final implementation of the Web interface (as created by other developers, i.e. designers and implementers).

Software Engineer (Developer)	Responsibilities for coding and transferring the design into a real Website and help tester find and fix bugs after coding. May also provide assistance to other roles as necessary. The developer also design the database for system and implement them for compatibility with system which has been created as said above.
Tester	Responsibilities for testing the program of the website (use test cases have been made), finding bugs. May also provide assistance to other roles as necessary.

4. Management Process

4.1 Project Estimates

This project will take 10 weeks.

4.2 Project Plan

4.2.1 Phase Plan

The development of the will be conducted using a phased approach where multiple iterations occur within a phase. The phases and the relative timeline is shown in the table below:

Phase	**Start**	**End**
Inception	Week 1	Week 2
Elaboration	Week 3	Week 5
Construction	Week 6	Week 9
Transition	Week 10	Week 10

Timeline:

Time		Task
Sprint 1	Week 1	- Choose topic for project - Division of roles - Write report: “The reason that why has chosen that topic” - Write report: “The feature of product, environment and users”
	Week 2	- Planning for what to do in the future - Realizing the project vision - Training about web development skills
Sprint 2	Week 3	- Completing the plan of project and the project vision - Training about web development skills - Discuss and select the architectures (Front-End, Back-End, Server…) that will apply for this website project.
	Week 4	- Statistics of system requirements - Analyst these requirement

		- Design navigation map - Making test case - Predict the risk of project
Sprint 3	Week 5	- Design wireframe - Design prototype - Checking the compatibility between design and requirements
	Week 6	- Implement the web interface base on prototype. - Developing
Sprint 4	Week 7	- Developing and testing
	Week 8	- Developing and testing - Completing Demo version
Sprint 5	Week 9	- Fix and continue to finish the final product
	Week 10	- Report (Software Architecture Document, Change request, Test package, …)

The milestones that mark the end of each phase can be seen in the table below:

Description	Milestone
Inception	This phase will determine what to do and whether it is worth doing? Moreover, this phase have to determine the plan for future. Each member in this phase have to know about website development skills
Elaboration	the Elaboration Phase will analyze the requirements and will develop the architectural prototype. At the completion of the Elaboration Phase all use cases selected for Release 1.0 will have completed analysis and design. In addition, the high risk use cases for Release 2.0 will have been analyzed and designed. The architectural prototype will test the feasibility and performance of the architecture that is required for Release 1.0. The Architectural Prototype Milestone marks the end of the Elaboration Phase. This prototype signifies verification of the major architectural components that comprise the R1.0 Release.
Construction	During the Construction Phase, remaining use cases will be analyzed and designed. The Beta version for Release 1.0 will be developed and distributed for evaluation. The implementation and test activities to support the R1.0 and R2.0 releases will be completed. The R2.0 Operational Capability Milestone marks the end of the Construction Phase. Release 2.0 software is ready for packaging.
Transition	The Transition Phase will prepare the R1.0 and R2.0 releases for distribution. It provides the required support to ensure a smooth installation including user training. The R2.0 Release Milestone marks the end of the Transition Phase. At this point all capabilities, as defined in the Vision Document, are installed and available for the users.

4.2.2 Iteration Objectives

Phase	Iteration	Description	Associated Milestones	Risks Addressed
Inception	Preliminary Iteration	Defines project's topic, product requirements, project plan, project vision.	Project Review	Clarifies user requirements up front. Develops realistic project plans and scope. Determines feasibility of project
Elaboration	Develop Architectural Prototype	Completes analysis & design for all use cases. Develops the architectural prototype.	Architectural Prototype	Architectural issues clarified. Technical risks mitigated. Early prototype for user review.
Construction	C1 Iteration – Develop Beta	Implement and test use cases to provide the Beta version	Beta	All key features from a user and architectural perspective implemented in the Beta. User feedback prior to release of software.
	C2 Iteration - Develop Initial Release	Implement and test remaining use cases, fix defects from Beta, and incorporate feedback from Beta. Develops the initial system.	Software	Software fully reviewed by user community. Product quality should be high. Defects minimized. Cost of quality reduced.
	C3 Iteration - Develop full release	Incorporate enhancements and defects from initial release. Develops the full system.	Software	Quick release addresses customer satisfaction. All key functionality provided in System by full Release
Transition	Software Release	Package, distribute and install Release	Software release	

4.2.3 Releases

We decide to release at least 1 demo during the making process in order to present to the custom for receiving idea and checking their requirements.

We decide to deploy 1 beta at the end of the process, so we can find bugs and fix it before releasing the final product.

Finally, we will publish our final product to the customer.

4.2.4 Project Schedule

Version	Phase	Target date
2	Inception	10/11/2019
3	Elaboration	23/11/2019
4.1	Construction iteration 1	30/11/2019
4.2	Construction iteration 2	12/12/2019
4.3	Construction iteration 3	21/12/2019
5	Transition	28/12/2019

4.2.5 Project Resourcing

Training about web development skill and project management skill (Before week 4)

4.3 Project Monitoring and Control

- Requirements Management : Specify the information and control mechanisms which will be collected and used for measuring, reporting, and controlling changes to the product requirements.

- Reporting and Measurement: Describe internal and external reports to be generated, and the frequency and distribution of publication. Specify which metrics should be collected and why.

- Risk Management: Describe the approach that will be used to identify, analyze, prioritize, monitor and mitigate risks. Include a list of risks and their current status.

- Project Close-out: Describe the activities for the orderly completion of the project, including staff reassignment, archiving of project materials, post-mortem debriefings and reports, and so forth.

- Configuration Management: Describe the process by which problems and changes are submitted, reviewed, and dispositioned. Describe how project or product artifacts are to be named, marked, and numbered, including hardware, system software, Commercial-Off-The-Shelf (COTS), plans, models, components, test software, results and data, executables, and so on. Describe retention policies, and the back-up, disaster, and recovery plans. Also describe how the media is to be retained—online, offline, media type, and format.

4.3.1 Requirements Management

The requirements for this system are captured in the Vision document. Requested changes to requirements are captured in Change Requests, and are approved as part of the Configuration Management process.

4.3.2 Reporting and Measurement

Updated cost and schedule estimates, and metrics summary reports, will be generated at the end of each iteration.

The Minimal Set of Metrics, as described in the RUP Guidelines: Metrics, will be gathered on a weekly basis.
These include:
Earned value for completed tasks. This is used to re-estimate the schedule and budget for the remainder of the project, and/or to identify need for scope changes.

Total defects open and closed – shown as a trend graph. This is used to help estimate the effort remaining to correct defects.

Acceptance test cases passing – shown as a trend graph. This is used to demonstrate progress to stakeholders.

In addition, overall costs will be monitored against the project budget.

4.3.3 Risk Management

Risks will be identified in Inception Phase using the steps identified in the RUP for Small Projects activity "Identify and Assess Risks". Project risk is evaluated at least once per iteration and documented in this table. The risks of the greatest magnitude are listed first in the table.

Risk Ranking (High, Medium, Low)	Risk Description and Impact	Mitigation Strategy and/or Contingency Plan
High	Requirement change, impact Scope, Time	choose the suitable method for the project
Medium	New technology, impact Time	Spend time on learning new technology
Low	Team member quit, impact Time	Give one job for more than one member

4.3.4 Configuration Management

Appropriate tools will be selected which provide a database of Change Requests and a controlled versioned repository of project artifacts.

All source code, test scripts, and data files are included in baselines. Documentation related to the source code is also included in the baseline, such as design documentation. All customer deliverable artifacts are included in the final baseline of the iteration, including executables.