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**Group 08**

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**Tasty Tongue**  
**Software Development Plan (Small Project)**  
**Version 2.0**

Tasty Tongue	Version: 2.0
Software Development Plan (Small Project)	Date: 10/11/2023
SDP-01	

### Revision History

Date	Version	Description	Author
29/10/2023	1.0	Project Plan	Le Ngo Song Cat
29/10/2023	1.1	Project Overview and Estimates	Bui Ngoc Kieu Nhi
30/10/2023	1.2	Project Organization	Nguyen Le Anh Chi
01/11/2023	1.3	Project Monitoring and Control	Nguyen Phung Tai
10/11/2023	2.0	Project Plan adjustment	Nguyen Le Anh Chi

Tasty Tongue	Version: 2.0
Software Development Plan (Small Project)	Date: 10/11/2023
SDP-01	

## Table of Contents

1. Introduction	4
1.1 Purpose	4
1.2 Scope	4
1.3 Overview	4
2. Project Overview	4
2.1 Project Purpose, Scope, and Objectives	4
2.2 Assumptions and Constraints	5
2.3 Project Deliverables	6
3. Project Organization	7
3.1 Organizational Structure	7
3.2 Roles and Responsibilities	7
4. Management Process	8
4.1 Project Estimates	8
4.2 Project Plan	8
4.2.1 Phase Plan	8
4.2.2 Iteration Objectives	9
4.2.3 Releases	9
4.2.4 Project Schedule	10
4.2.5 Project Resourcing	11
4.3 Project Monitoring and Control	12
4.3.1 Requirements Management	12
4.3.2 Reporting and Measurement	12
4.3.3 Risk Management	12

Tasty Tongue	Version: 2.0
Software Development Plan (Small Project)	Date: 10/11/2023
SDP-01	

# 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 Novelist 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.

## 2. Project Overview

### 2.1 Project Purpose, Scope, and Objectives

- Purpose and Objectives:
  - The purpose of the Tasty Tongue restaurant website is to enhance the overall dining experience by providing an online platform for customers to explore, engage with, and interact with the restaurant. The website serves as a digital representation of the restaurant, extending its reach beyond the physical location and enabling customers to access information, make reservations, and engage with the brand online. The main objectives of the project are as follows:
    - + Information and Menu Presentation: The website aims to provide comprehensive and up-to-date information about the restaurant, including its location, operating hours, contact details, and menu offerings. The objective is to present the information in a visually appealing and user-friendly manner, making it easy for customers to find the desired information and explore the menu options.
    - + Online Reservations and Ordering: The website allows customers to make reservations for dining at the restaurant and order dishes. The objective is to streamline the reservation and ordering process, providing convenience and flexibility to customers while reducing administrative efforts for the restaurant.
    - + Digital Menu and Specials: The website showcases the restaurant's menu options, including detailed descriptions, pricing, and any specials or promotions. The objective is to entice customers with enticing visuals and enticing descriptions, encouraging them to try new dishes or take advantage of ongoing specials.
    - + Online Reviews and Testimonials: The website may feature customer reviews and testimonials,

Tasty Tongue	Version: 2.0
Software Development Plan (Small Project)	Date: 10/11/2023
SDP-01	

allowing prospective customers to gain insights into the dining experiences of others. The objective is to build trust and credibility, showcasing positive feedback and experiences to attract new customers.

- + Online Engagement and Social Media Integration: The website may integrate with social media platforms, allowing customers to engage with the restaurant's social media accounts, share their experiences, and provide feedback. The objective is to foster an online community and encourage user-generated content that promotes the restaurant.
- + Brand Promotion and Differentiation: The website serves as a digital representation of the Tasty Tongue brand, showcasing its unique offerings, atmosphere, and values. The objective is to promote the brand image, differentiate it from competitors, and create a distinct online presence that aligns with the restaurant's identity.
- Deliverables:
  - The Tasty Tongue project is expected to deliver the following key deliverables:
    - + Fully Functional Website: The project will create a website that is fully operational, visually appealing, and user-friendly. The website will showcase information about the restaurant, its menu, location, and other relevant details, providing an engaging online presence for customers.
    - + Online Reservation and Ordering System: The project will implement an online reservation and ordering system that enables customers to conveniently make reservations for dining at the restaurant and place orders for takeout or delivery. This system will streamline the reservation and ordering process, enhancing customer convenience and reducing administrative efforts.
    - + User Management System: The project will develop a user management system that allows customers to create accounts, manage their profiles, and access personalized features. This system will facilitate a seamless user experience, enabling customers to save their preferences, track their order history, and receive personalized recommendations.
    - + Menu Development: The project will involve the development and refinement of the restaurant's menu offerings. This includes designing a diverse and appealing menu that caters to the target audience, considering factors such as customer preferences, ingredient availability, and profitability. The menu will showcase the restaurant's culinary offerings and highlight its unique selling points.
    - + Financial Management Systems: The project will establish financial management systems and processes to effectively manage the restaurant's finances. This may include implementing accounting software, setting up inventory management systems, and developing processes for sales tracking and financial reporting. These systems will help ensure proper financial control and facilitate sound decision-making.

## 2.2 Assumptions and Constraints

- Assumptions for the Tasty Tongue project could include:
  - Target Customer Preferences: It is assumed that the target customers of Tasty Tongue have a preference for high-quality dining experiences, diverse culinary offerings, and a pleasant ambiance. This assumption helps guide decisions regarding menu development, interior design, and overall branding to cater to the target audience's preferences.
  - Market Demand for Restaurant Services: There is an assumption that there is a sufficient market demand for dining out and restaurant services in the area where Tasty Tongue will be located. This assumption is based on market research and analysis of the local dining landscape, demographic factors, and consumer behavior.
  - Availability of Skilled Staff: It is assumed that there will be a pool of skilled and qualified staff available

Tasty Tongue	Version: 2.0
Software Development Plan (Small Project)	Date: 10/11/2023
SDP-01	

to work at Tasty Tongue, including chefs, servers, and other personnel. This assumption considers the availability of talent in the local job market and the ability to attract and retain competent staff members.

- Adequate Supply Chain: The assumption is made that there will be a reliable and efficient supply chain in place to source high-quality ingredients and necessary supplies for menu offerings. This includes assuming the availability of suppliers, proper logistics, and effective inventory management to ensure consistent availability of ingredients.
- Financial Viability: This assumption considers factors such as pricing strategy, operational efficiency, and effective financial management practices.
- Constraints for the Tasty Tongue project include:
  - Time Constraints: The project may have limited time available for completion, requiring efficient planning, execution, and coordination to meet deadlines. Time constraints may impact the development and implementation of various deliverables, requiring effective time management strategies.
  - Market Demand: The project needs to consider market demand and customer preferences to ensure that the restaurant's offerings align with the target audience's needs and preferences. It is important to conduct market research and gather insights to identify trends, competition, and customer demands to make informed decisions regarding menu development, branding, and marketing strategies.
  - Intellectual Property Rights: The project must adhere to intellectual property rights regulations and respect copyright laws. This includes ensuring that all content and materials used on the website, including images, text, and branding elements, are either original or properly licensed to avoid infringement issues.

Addressing these assumptions and constraints will require careful planning, effective time management, thorough market research, and a strong understanding of intellectual property rights to ensure compliance and successful execution of the “Tasty Tongue” project.

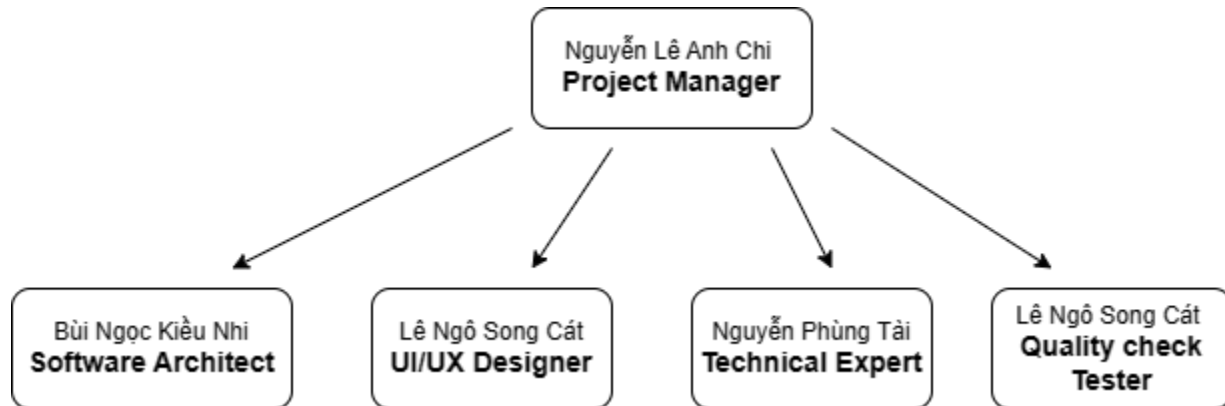
### 2.3 Project Deliverables

- Project plan : 28/10/2023
- Software architecture: 25/11/2023
- UI design: 29/11/2023
- Program coding:
  - + Front-end, back-end: 09/12/2023
  - + Deploy website: 12/12/2023
- Product testing: 25/12/2023
- Release: 30/12/2023

Tasty Tongue	Version: 2.0
Software Development Plan (Small Project)	Date: 10/11/2023
SDP-01	

### 3. Project Organization

#### 3.1 Organizational Structure



#### 3.2 Roles and Responsibilities

Person	Role	Responsibility
Nguyen Le Anh Chi	Project Manager	<ul style="list-style-type: none"> <li>- Plan and develop project idea</li> <li>- Team management</li> <li>- Monitor project progress and set deadlines</li> <li>- Solve issues that arise</li> <li>- Ensures stakeholders' satisfaction</li> <li>- Evaluate project performance</li> </ul>
Bui Ngoc Kieu Nhi	Software Architect	<ul style="list-style-type: none"> <li>- Evaluating, identifying and developing software solutions</li> <li>- Documenting and recording every aspect of an application or software</li> <li>- Planning, tracking and scheduling software deliverables</li> <li>- Locating and directing solutions for critical challenges involving software and hardware interface</li> <li>- Looking for problems within software systems and resolving the issues</li> </ul>
Le Ngo Song Cat	UI/UX Designer	<ul style="list-style-type: none"> <li>- Illustrate design ideas using storyboards, process flows and sitemaps</li> <li>- Design graphic user interface elements</li> <li>- Build page navigation buttons and search fields</li> <li>- Develop UI mockups and prototypes</li> <li>- Create original graphic designs</li> <li>- Prepare and present rough drafts to internal teams and key stakeholders</li> <li>- Identify and troubleshoot UX problems</li> <li>- Conduct layout adjustments based on user feedback</li> <li>- Adhere to style standards on fonts, colors and images</li> </ul>
Nguyen Phung Tai	Technical Expert	<ul style="list-style-type: none"> <li>- Identify and document design/architecture</li> <li>- Doing the important tasks related to code, assists with training and provides technical guidance to others</li> </ul>

Tasty Tongue	Version: 2.0
Software Development Plan (Small Project)	Date: 10/11/2023
SDP-01	

		- Provides technical assistance, instruction, and consultation for the resolution of critical problems during the development stage
Le Ngo Song Cat	Quality check Tester	<ul style="list-style-type: none"> <li>- Read all the documents and understand what needs to be tested</li> <li>- Based on the information procured in the above step decide how it is to be tested</li> <li>- Develop test cases and prioritize testing activities</li> <li>- Execute all the test cases and report defects, define severity and priority for each defect.</li> <li>- Carry out regression testing every time when changes are made to the code to fix defects.</li> <li>- Prepare the status report of testing activities.</li> <li>- Updating project managers regularly about the progress of testing activities.</li> </ul>

## 4. Management Process

### 4.1 Project Estimates

- *Estimated cost:*

Project Phase	Labor	Material	Total
INCEPTION	0 VND	0 VND	0 VND
ELABORATION	0 VND	0 VND	0 VND
CONSTRUCTION	0 VND	0 VND	0 VND
<b>Total</b>			0 VND

- *Estimated time:*  
**2 months:** 07/10/2023 - 30/12/2023  
Estimated schedule for the project: 4.2
- *Re-estimation points and circumstances*  
The re-estimation will occur:
  - At the end of each phase.
  - When it's behind schedule.
  - When there are significant changes in project scope, requirements, or other factors that affect the original estimates.

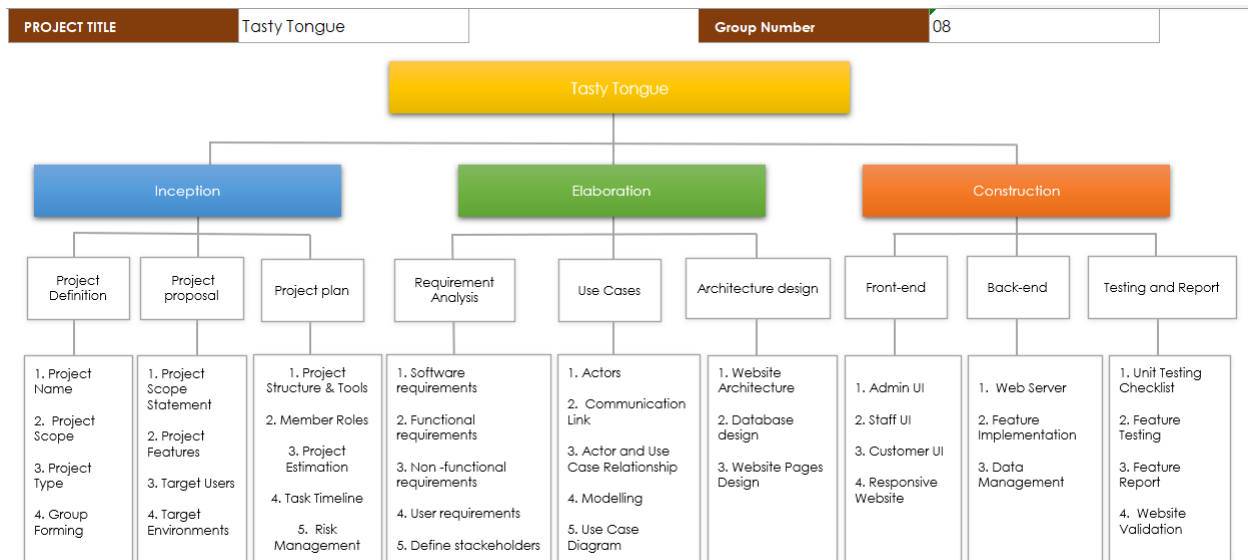
### 4.2 Project Plan

#### 4.2.1 Phase Plan

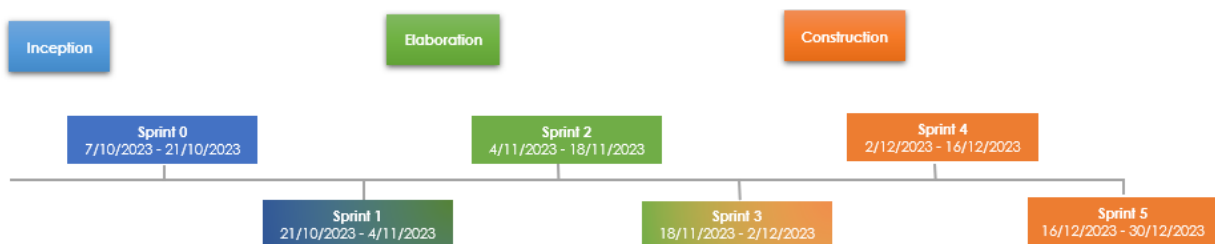
- **Work breakdown structure**



Tasty Tongue	Version: 2.0
Software Development Plan (Small Project)	Date: 10/11/2023
SDP-01	



### ● Phase timeline



Our project has 3 phases: Inception, Elaboration and Construction.

Link for Gantt Chart: [Tasty Tongue - Gantt Chart](#)

Each phase will have some corresponding sprints/PAs.

#### Inception

Start: 7/10/2023

End: 28/10/2023

Tasks:

- Planning Ideas and User identification.
- Project plan, vision document, academic training, weekly reports.

PA0 (Sprint 0: 7/10 - 21/10): 1 release

- Project proposal
- Weekly reports

PA1 (Sprint 1: 21/10 - 4/11): 2 releases

- Project plan and Vision documents.

Tasty Tongue	Version: 2.0
Software Development Plan (Small Project)	Date: 10/11/2023
SDP-01	

- Weekly reports

### Elaboration

Start: 28/10/2023

End: 25/11/2023

Tasks:

- Revised project plan and vision documents.
- Use case document with a revised use case model.
- Design document (UI prototype and architecture document).
- Front-end and Back-end Development, weekly reports.

PA2 (Sprint 2: 4/11 - 18/11): 2 release

- Use case document.
- The website UI prototype.
- Weekly reports.

PA3 (Sprint 3: 18/11 - 2/12): 2 release

- Documents, weekly reports.
- The website's front-end prototype.

### Construction

Start: 25/11/2023

End: 30/12/2023

Tasks:

- Revised artifacts submitted in Elaboration.
- Front-end, Back-end and Database Development.
- Test cases, source code, test report, defects, weekly reports.
- Presentation.

PA4 (Sprint 4: 2/12 - 16/12): 1 release

- Revised artifacts submitted in Elaboration.
- Test cases, source code, test report, defects.
- Weekly reports.

PA5 (Sprint 5: 16/12 - 30/12): 2 release

- Test cases, source code, test report, defects.
- Tasty Tongue website
- Weekly reports.

#### 4.2.2 Iteration Objectives

Phase	Iteration	Description
INCEPTION	Preliminary Iteration	Define the topic, requirements and project plan
ELABORATION	Define software architecture	Complete requirements and use-cases specifications Architecture design for all use cases
CONSTRUCTION	Software development	Complete deployment diagrams and interface design

Tasty Tongue	Version: 2.0
Software Development Plan (Small Project)	Date: 10/11/2023
SDP-01	

		Program coding Prepare test plan
	Develop 1st release	Implement and test use cases
	2nd release - representation	Fix defects from 1st release and develop 2nd release

#### 4.2.3 Releases

- **1st release**

Time: 12/12/2023

Note: All key features from a user and architectural perspective are implemented.

- **2nd release (Representation)**

Time: 30/12/2023

Note: All errors defects after the first release and all functionalities are implemented.

#### 4.2.4 Project Schedule

ID	Task	Start date	End date	Dependencies
PP	Project plan			
PP1	Project overview & organization	07/10/2023	28/10/2023	
PP2	Project plan & risk management			
PP3	Project features & product requirements			
PP4	Product position			
PP5	Stakeholder and User Descriptions			
SA	Software architecture			
SA1	Design use-case diagram	28/10/2023	11/11/2023	PP3
SA2	Use-case specification			PP3
SA3	Model class diagrams	11/11/2023	18/11/2023	SA2
SA4	Deployment diagrams	18/11/2023	25/11/2023	SA3
UD	UI design			
UD	Sketch the user interface	25/11/2023	29/11/2023	SA2
PC	Program coding			
PC1	Front-end	25/11/2023	09/12/2023	SA, UD
PC2	Back-end			SA, UD
PC3	Deploy website	09/12/2023	12/12/2023	PC1, PC2

Tasty Tongue	Version: 2.0
Software Development Plan (Small Project)	Date: 10/11/2023
SDP-01	

PT	Product Testing			
PT1	Prepare test plan	12/12/2023	16/12/2023	SA
PT2	Execute test	16/12/2023	22/12/2023	PT1, PC
PT3	Test summary report	22/12/2023	25/12/2023	PT2
	<b>2nd release</b>			
T0	Fix detects	25/12/2023	30/12/2023	PT
T1	Product release & representation prepare			PT

#### 4.2.5 Project Resourcing

Assigned to	ID	Task	Knowledge Requirements
<b>Lead: Nguyen Le Anh Chi</b>	<b>PP</b>	<b>Project plan</b>	
Nguyen Le Anh Chi	PP1	Project overview & organization	
Le Ngo Song Cat	PP2	Project plan & project features	
Nguyen Phung Tai	PP3	Risk management	
Bui Ngoc Kieu Nhi	PP4	Product position	
Nguyen Phung Tai	PP5	Stakeholder and User Descriptions	
<b>Lead: Bui Ngoc Kieu Nhi</b>	<b>SA</b>	<b>Software architecture</b>	UML
Bui Ngoc Kieu Nhi Le Ngo Song Cat	SA1	Design use-case diagram	
Nguyen Le Anh Chi Nguyen Phung Tai	SA2	Use-case specification	
Bui Ngoc Kieu Nhi	SA3	Model class diagrams	
Nguyen Le Anh Chi	SA4	Deployment diagrams	
<b>Lead: Le Ngo Song Cat</b>	<b>UD</b>	<b>UI design</b>	
Le Ngo Song Cat Bui Ngoc Kieu Nhi	UD	Sketch the user interface	Figma
<b>Lead: Nguyen Phung Tai</b>	<b>PC</b>	<b>Program coding</b>	HTML CSS JavaScript PHP
Nguyen Le Anh Chi Bui Ngoc Kieu Nhi	PC1	Front-end	

Tasty Tongue	Version: 2.0
Software Development Plan (Small Project)	Date: 10/11/2023
SDP-01	

Assigned to	ID	Task	Knowledge Requirements
Le Ngo Song Cat Nguyen Phung Tai	PC2	Back-end	
	PC3	Deploy website	
<b>Lead: Le Ngo Song Cat</b>	<b>PT</b>	<b>Product Testing - 1st release</b>	
Le Ngo Song Cat	PT1	Prepare test plan	
Nguyen Le Anh Chi Nguyen Phung Tai	PT2	Execute test	
Bui Ngoc Kieu Nhi	PT3	Test summary report	
<b>Lead: Nguyen Le Anh Chi</b>	<b>2nd release</b>		
Nguyen Phung Tai	T0	Fix detects	
Nguyen Le Anh Chi	T1	Product release & representation prepare	

### 4.3 Project Monitoring and Control

#### 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

None.

#### 4.3.3 Risk Management

Risks will be identified in the 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	Unclear requirements and product objectives → Misunderstands leading to wrong product	Clearly define requirements from the start.
Medium	Continuously change requirements → Affects schedule and project costs	Establish change control procedures. Only accept changes after assessing impacts.
High	A change in requirements results in redesigning from scratch → Major rework	Make sure of requirements list before implementing Cut down unnecessary features Ask for TA’s feedback and advice

Tasty Tongue	Version: 2.0
Software Development Plan (Small Project)	Date: 10/11/2023
SDP-01	

Risk Ranking (High, Medium, Low)	Risk Description and Impact	Mitigation Strategy and/or Contingency Plan
Medium	Faulty design → Fails to requirements	Thoroughly design, test, and inspect before implementation.
High	Member is not capable of completing a task due to their skills → Overdue task	Members help each other to learn the skills needed to complete the given task The leader needs to be sure about members' ability when allocating tasks
High	Can not complete tasks in time due to mistakes in previous processes → Behind schedule and late delivery	Double check before moving on Ask for TA's feedback and advice
High	Facing issues with safety and security → Loss of data	Make sure to backup all the project in all period Ask for TA's feedback and advice
Medium	Poor coordination between team members → Affects schedule and project costs	Organize regular meetings for synchronization. Build clear communication procedures.
Medium	Residual defects in product → Product is incomplete at launch	Full testing procedures, increase test case.
Medium	Actual costs exceed initial estimates → Affects project progress and completeness, in worst case can stop project activities	Make detailed estimates. Closely monitor spending. Find ways to cut costs when needed.
Medium	Ineffective information sharing within project team → Hard to track progress and impacts overall plan	Build document and information sharing system for project.
Medium	Some members have to quit the project because of personal problems → Task cancellation and lack of human resource	Make sure that all members have to clearly understand the work of each teammate A member is required to hand over all his/ her work to another teammate before quitting the project
Low	Members are in argument with	All members are responsible for resolving

Tasty Tongue	Version: 2.0
Software Development Plan (Small Project)	Date: 10/11/2023
SDP-01	

<b>Risk Ranking (High, Medium, Low)</b>	<b>Risk Description and Impact</b>	<b>Mitigation Strategy and/or Contingency Plan</b>
	each other	arguments between teammates All members must commit to completing oneself's task without being affected by arguments
High	Shortcomings in planning, organizing, leading and controlling project → Impacts progress, product completeness, organizational reputation	Choose capable and experienced project manager Build practical and detailed project plan Clear responsibility assignments for team members Organize regular progress control meetings Evaluate team's actual capacity and adjust plan accordingly
High	Failures in identifying, assessing and mitigating project risks → Passive when problems arise, impacting progress, product completeness, increasing costs	Establish rigorous risk management procedures Regularly review risks and mitigation plans Report risk status to management