

## **Project Overview**

- Project Title: Car rental service
- Problem Summary: Tourists often struggle to find a good rental car service. Then some people without access to their own car don't have a suitable rental service, and lastly new drivers usually cannot rent from rental services.
- Intended Audience/Users: Tourists, people without cars, and companies.
- Main Features/Components: Ability to rent cars, create users and manage everything that we deem worthy.

## **Project Objectives**

- To learn the development process properly, especially the things we need to establish from our lessons.
- From the software side, we try to achieve core functionality of a rental service. (Having an account, renting a car and canceling a rental plan etc.)

## **Scope and Deliverables**

- The goal is to make a working rental service, where you can make accounts etc.

## **Project Timeline**

- Sprint 1
  - Planning and design (done before Sprint 2)
- Sprint 2
  - Software development (preferably done before sprint 4)
- Sprint 3
  - More software development, and other software integrations etc.
  - Testing, QA
- Sprint 4
  - Launch, documentation, and more testing.

## **Resource allocation**

- Team member
  - Erik Rõigas: software development, scrum master, documentation, design
  - Than Ngoc: software development, documentation, design
  - Shane Steelman: software development, documentation, design
- Tools and technologies:
  - Java, JavaFX, Scenebuilder
  - Computers
- External Resources or Support:
  - Course material: GitHub [ [https://github.com/ADirin/OTP1\\_LectureMaterial](https://github.com/ADirin/OTP1_LectureMaterial) ]

- o Most likely some open source information such as StackOverflow etc. but quite hard to estimate currently.

### **Risk Management**

- Potential risks are as such:
  - o Becoming ill (Likelihood: low, impact: high)
  - o Global outages, power cuts (Likelihood: low, impact: high)
- Overall the mitigation for the previously mentioned is just to live daily life as is and hope it doesn't happen.

### **Testing and Quality Assurance**

- Unit tests, overall rigorous testing of the software from the users side.

### **Documentation and Reporting**

- We plan on providing a small guide on how to use our product
- In addition to that we would like to provide a proper readme in our github