***Internet Banking System***

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Version: 1.0

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| **Version** | **Implemented**  **By** | **Revision**  **Date** | **Approved**  **By** | **Approval**  **Date** | **Comment** |
| 1.0 | *Ahmed Hamdy* | *28/4/2019* | *Salsabeel* | *1/5/2019* | *Initiate the project plan* |
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1. Project Overview

1.1 Objective of the project

This Web Portal will serve as an interface for all the banking services where the client can easily access his/her account/s, perform inter account transactions and to inquire about the previous transactions.

1.2 In Scope and Out of Scope

* **Scope of the project**

With Internet banking System, consumers aren't required to visit a bank branch to complete most of their basic banking transactions. They can do all of this at their own convenience, wherever they want—at home, at work, or while on the go.

Internet banking System requires a computer, an internet connection. In order to access the service, clients need to register for their bank's online banking service. In order to register, they need to create a password. Once that's done, they can use the service to do following features:

* The client can register a new account.
* The client can login to the system using a secure login.
* The client shall have a direct access to his/her different accounts where he can view a history of previous transactions.
* The client should have the ability to perform transactions between different accounts.
* Transaction per second for website is 3 milliseconds.
* The web application works on OS: Windows.
* The web application works on Browsers: Chrome.
* **Out of Scope**

These feature are not in the scope of work as they are not included in the software requirement specifications as per our agreement with the customer:

* Test Automation.
* Web application Security characteristics except: User authentication and Session time out.
* Web application Performance testing except: Load testing.
* The browser does not support any browser other than Chrome.
* The browser does not support any OS other than Windows.

1.3 Assumptions and Constraints

* **Project Constraints**

The following represent known project constraints:

* The development team shall use pure Javaprogramminglanguage in the development of the back-end system.
* The average response time for any transaction is 90% (Maximum 7 seconds).
* Web Based Systems / PC based
* Unique user IDs
* Admin features needed
* **Project Assumptions**

The following assumptions were made in preparing the Project Plan:

* All project participants will abide by the guidelines identified within this plan.
* The Project Plan may change as new information and issues are revealed.
* Management will ensure that project team members are available as needed to complete project tasks and objectives.

1.4 Milestones and deliverables

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| --- | --- | --- | --- | --- |
| Milestone No. | Milestone Name | Deliverables | Delivery date | Responsible person |
| Bank\_Sys\_Milestone\_1 | Project planning and requirements gathering | * Project plan documentation * Project Schedule * CM Management plan * CRS * Issue sheet * SRS * RTM * Risk Management Sheet * SIQ * SRS Peer review sheet | 3/5/2019 | Project Manager |
| Bank\_Sys\_Milestone\_2 | Design | * design with related documents | 10/5/2019 | Development Team Leader |
| Bank\_Sys\_Milestone\_3 | Coding, Unit testing and code review | * Code, Unit testing and code review related documents | 17/5/2019 | Development Team Leader |
| Bank\_Sys\_Milestone\_4 | Testing | * Testing related documents | 24/5/2019 | Testing Team Leader |
| Bank\_Sys\_Milestone\_5 | Final Delivery | * Completed Software * User Manual documentation | 31/5/2019 | Project Manager |

1.5 Schedule and Budget Summary

* **Project Schedule**

Project schedule is available in “project schedule” document file.

* **Budget Summary**

Not Applicable in our project.

1.6 Project Goals

* **Organizational Goals**

1. Achieve CMMI capability Level (1) for developing.
2. Eliminate redundant data entry throughout the organization.

* **User Goals**
* Provide 70-75% satisfaction for end users using online surveys.
* **Team Goals**
* Enhance the development team skills in java programming language.
* **Project Goals**
* Deliver documents and deliverables within deadlines

2. Project Organization

2.1 Project Approach

Projects are complex and today, more than ever, are met with uncertainties and unpredictability. The agile methodology process seeks to respond to these uncertainties through incremental, iterative work cadences and empirical feedback. So we will use **Scrum agile methodology.**

3. Managerial Process Plans

3.1 Start-up plan

* Roles and Responsibilities

| **Role** | **Responsibilities** | **Participant(s)** |
| --- | --- | --- |
| Project Manager | * Manages project in accordance to the project plan * Provide overall project direction. * Direct/lead team members toward project objectives. * Handle problem resolution * Review and approve project deliverables * Coordinates participation of work groups, individuals and stakeholders | Salsabeel Salah |
| Development Team | * Understand the user needs and business processes of their area. * Design the required software * Develop the required software * Communicate project progress. | Alaa Gamal  Ahmed Hamdy  Sondos Ibrahim |
| Testing Team | * Assure quality of products that will meet the project goals and objectives. * Identify risks and issues and help in resolutions. * Communicate project progress. | Hassan Yousri  Khadija Ahmed |

* Project Staff Training

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| **Project Management Initiative  Phase I**  **Initiate Project**  Develop Project Charter  **Plan Project**  Develop Work Plan  Develop Project Control Plan  Finalize Project Plan and Gain Approvals  Develop Project Staffing Plan  Develop  Project Schedule  Develop  Project Budget  Develop Quality Management Plan  Define Scope  Define Requirements  Define High-Level Roles  Define High-Level Budget  Identify High-Level Control Strategies  Finalize Charter  Develop Communication Plan  **Execute and Control Project**  Design Content formats  Build the Framework  Test the Framework  Implement the Framework  **Close the Project**  Design the Framework  Define stages and activities  Design  web Delivery Tool  Write the content  Review content for quality  Build web tool prototype  Test web tool usability  Test content usability  Adjust tool and content based on feedback  Move web tool to production environment  Announce  Tool availability  Conduct post project review  Celebrate   |  | | --- | |  |   Develop Work Breakdown Structure |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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3.2 Work Plan

* Work Breakdown Structure