Bidder

# Project Overview

This project aims to build a system for running an auction at a school or church activity.

The auction system will be for managing a live event, not running an online auction like e-bay. It aims to replace paper voting with a mobile phone system so that people can know what they’ve spent so far and will also help tally the results at the end of the night. The system will support both a silent auction and a live auction and be capable of running on a PC (for an administrator) and iOS and Android mobile devices.

# Team Organization

Team Eight-Ball will follow the basic SCRUM Agile development method. All team members will contribute equally according to their own unique strengths/skills. The team will be a democracy, with decisions involving the project at a high-level requiring a simple majority consensus from all members. Similarly, all team members will play each of the SCRUM roles (product owner, SCRUM master, team member) when necessary.

Egoless programming will be the standard for the team’s development. Once code is written, it should be dissociated from the writer and critiqued objectively.

Team members:

* Zion Steiner
* Hannah Howell
* Garrett Johnson
* Tristan Thomas

# Software Development Process

The development will be broken up into five phases. Each phase will be a little like a Sprint in an Agile method and a little like an iteration in a Spiral process. Specifically, each phase will be like a Sprint, in that work to be done will be organized into small tasks, placed into a “backlog”, and prioritized. Then, using on time-box scheduling, the team will decide which tasks the phase (Sprint) will address. The team will use a Scrum Board to keep track of tasks in the backlog, those that will be part of the current Sprint, those in progress, and those that are done.

Each phase will also be a little like an iteration in a Spiral process, in that each phase will include some risk analysis and that any development activity (requirements capture, analysis, design, implementation, etc.) can be done during any phase. Early phases will focus on understanding (requirements capture and analysis) and subsequent phases will focus on design and implementation. Each phase will include a retrospective.

|  |  |
| --- | --- |
| **Phase** | **Iteration** |
| 1. | Phase 1 - Requirements Capture |
| 2. | Phase 2 - Analysis, Architectural, UI, and DB Design |
| 3 | Phase 3 - Implementation, and Unit Testing |
| 4 | Phase 4 - More Implementation and Testing |

We will use Unified Modeling Language (UML) to document user goals, structural concepts, component interactions, and behaviors.

# Communication policies, procedures, and tools

The team will use a group chat on Facebook Messenger for daily communication. This might include feature discussion, technical questions, code review requests, etc. Scrum meetings will occur everyday class is held. Sprint reviews and retrospectives will happen after each Sprint and before planning is completed for the next.

# Configuration Management

See the README.md in the Git repository.