Document History

Document Name	Detail	Status	Date	Viewable	Reviewer& Responsible
HanDIYcraft-Project Plan-0.1.docx	-Introduction -Schedule and Milestones	Draft	8/4/14	Advisor	NK, PS
HanDIYcraft - Project Plan-0.2.docx	-Update Introduction -Infrastructure -Quality Planning -Estimated Effort and Costs -Version Control Strategy	Draft	9/4/14	Advisor	NK, PS
HanDIYcraft - Project Plan-0.3.docx	-Update Infrastructure -Management Procedures -Estimate Duration of Tasks	Draft	11/4/14	Advisor	NK, PS
HanDIYcraft - Project Plan-0.4.docx	-Update Quality Planning -Identification of Project Risks	Draft	12/4/14	Advisor	NK, PS
HanDIYcraft - Project Plan-0.5.docx	-Appendix	Draft	14/4/14	Advisor	NK, PS
HanDIYcraft - Project Plan-1.0.docx	-Update Appendix	Release	7/7/14	Advisor	NK, PS
HanDIYcraft - Project Plan-1.1.docx	-Update Introduction	Release	21/7/14	Advisor	NK, PS
HanDIYcraft - Project Plan-1.2.docx	-Update Estimate Duration of Tasks	Draft	20/10/14	Advisor	NK, PS
HanDIYcraft - Project Plan-2.0.docx	-Update Estimate Duration of Tasks	Release	21/10/14	Advisor	NK, PS

HanDIYcraft - Project Plan-3.0.docx	-Update Estimate Duration of Tasks -Appendix	Release	10/12/14	Advisor	NK, PS

NK : Nahathai Kaewtatib
PS : Pimchanok Sripraphan

Table of Contents

Chapter One | Introduction

Our project is a project from SE499 (Senior Project), which consists of two members. The project is about DIY tutorials that will be provided as both mobile and web application. This project plan document presents the way we will manage a software project through times. Also, explains the detail of each process from the initialing to the closing one.

1.1 Project Overview

HanDIYcraft is a web application and mobile application for smartphone that supports Android operating system. It is an application that guide users the method how to turn their old things, into a new one by themselves. This application provides several tutorials for users to learn. Moreover, in case the users do not have the needed materials and have no idea where to buy, this application provides a feature to let the users check out the shops that sell related materials for making their DIY artworks. Apart from just exploring, the users can also directly communicate with the shopkeepers by sending private messages.

1.1.1 Purpose
- Open up DIY ideas for the users and bloggers.
- Let shopkeepers advertise their shops.
- Help bloggers find the places where they could get the materials they want by Map feature.
- Let bloggers communicate among themselves and with the shopkeepers.

1.1.2 Scope

Main features of HanDIYcraft are listed as follows:
Feature 1: User's Profile and Authorization Management
- Develop register, log in, and log out system for bloggers. (On both web and mobile)
- Develop register, log in, and log out system for shopkeepers. (On mobile)
- Display blogger's profile which contain profile picture, username, email, number of following and follower people, and created tutorials, and let the him/her edit their information.
- Display shopkeeper's profile, which contain profile picture, username, email, and created shops, and let him/her edit their information.

Feature 2: Tutorial Management (On both web and mobile)
- Add a tutorial which contain pictures, descriptions, and a video by blogger.
- Manage(edit/delete) tutorials by blogger.
- Search tutorials title by keyword.
- Display tutorials that exist in the database by random, popular, and following.
- Display tutorial's detail, which contain tutorial owner username, number of likes, tutorial title, pictures, material, descriptions, a video, and comments.

Feature 3: Shop Management (On Mobile)
- Add a shop which contain pictures, descriptions, and a video by shopkeeper.
- Manage(edit/delete) shops by shopkeeper.
- Search shop name by keyword.
- Display shops that exist in the database randomly.
- Display shop's detail, which contain shop name, shop owner username, branch, telephone number, information, shop's pictures, and location.

Feature 4: Map Management (On Mobile)
- See the shop's location via Google Maps.
- See shops' location near by the user via Google Maps.
- Pin shop's location via Google Maps by shopkeeper.

Feature 5: Communication Management (On Mobile)
- See and add comments on tutorials by blogger
- Communicate via private messages
- Search bloggers by username by shopkeeper.
- Giving and undo likes on tutorials by blogger.
- Follow and unfollow bloggers by blogger.
- See list of follower and following bloggers.
- Share tutorials to Facebook

Feature 6: The system provides notifications. (On Mobile)
- Display list of news when there is new tutorial comment, tutorial like, or follower.
- Display a sign when there is a new message.

Non-functional features:
- Available only in English.
- Provide attractive and unique Graphic User Interface.
- Provide understandable symbols and language.
- Easy for the new user to learn the system.
- Give correct and accurate result.
- Authorization is supported.
- Does not display any religious neither symbols nor words.

1.1.3 Acronyms and Definitions
- Acronyms
  PMP = Project Management Plan
  SDD = Software Design Document
  SRS = Software Requirement Specification
  SW = Siraprapa Wattanakul
  NK = Nahathai Kaewtatib
  PS = Pimchanok Sripraphan

1.2 Work Product to be developed

1.2.1 Deliverables

No.	Deliverables/Release	Media	No. of Copies	Date
1	Project Proposal • HanDIYcraft Proposal version 1.0	Hard Copy	4	5/4/2014
2	The Progress Report I • Project Management Plan version 1.0 • Software Requirement Specification version 1.0 • Software Design Document version 1.0 • Test Plan version 1.0 • Traceability Record version 1.0	Hard Copy	3	7/7/2014
3	The Progress Report II • Project Management Plan version 2.0 • Software Requirement Specification version 2.0 • Software Design Document version 2.0 • Test Plan version 2.0 • Traceability Record version 2.0	Hard Copy	3	3/9/2014
4	The Progress Report III (Show Pro) • Project Management Plan version 3.0 • Software Requirement Specification version 3.0 • Software Design Document version 3.0 • Test Plan version 3.0 • Traceability Record version 3.0	Hard Copy	3	5/11/2014
5	The Final Progress Report • Project Management Plan version 4.0 • Software Requirement	Hard Copy	3	26/11/2014

1.2.2	N o n - D e	Specification version 4.0 • Software Design Document version 4.0 • Test Plan version 4.0 • Traceability Record version 4.0			
6		• Software Source code version 1.0	Software	1	26/11/2014

1.2.2 *Deliverables*

No.	Work Products	Media
1	30 seconds video presentation	File
2	5 minutes video presentation	File
3	Poster presentation	Poster

Chapter Two | Infrastructure

2.1 Hardware/Software Acquisition Plans

2.1.1 Hardware

- Computer
  The computer would be the main tool to run Eclipse IDE in order to develop our Android application.

- Smartphone
  An Android smart phone will be used in testing the application. The device should supports Google Maps too. Android OS version 4.2 or later is required.

2.1.2 Software Acquisition Plans

- Server
  Server is used as data storage. It will store the necessary file such as PHP file, information, pictures and more.
- Eclipse
- Android SDK
- MySQL Server
- Web Server

2.2 Project Specific System Administration Support Needed

2.2.1 Software needed

- GitHub
- Gantt Chart
- Visual Paradigm for UML
- Photoshop
- Microsoft Word
- Microsoft PowerPoint
- Microsoft Excel

Chapter Three | Management Procedure

3.1 Project Team Structure

Project Team Members:

1. Ms. Nahathai Kaewtatib   542115018
2. Ms. Pimchanok Sripraphan   542115043

Responsibility	Owner	Reviewer
Project Proposal	PS	NK
Project Plan and Quality Plan	PS	NK
Requirement Specification	PS	NK
Design Document	PS	NK
Implementation	PS	NK
Traceability Record	PS	NK
Testing Record	PS	NK

3.2 Monitoring and Controlling Mechanisms
3.2.1 Software Development Model
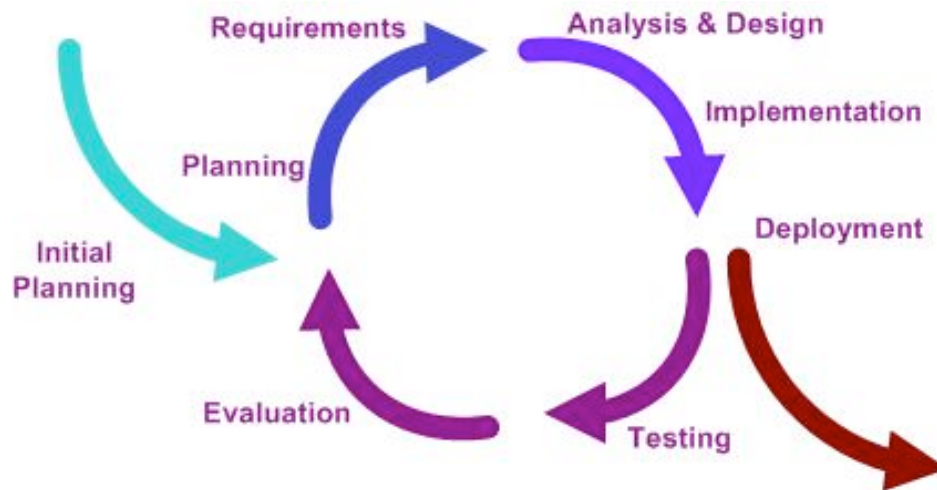
      Iterative Model is a popular software development life cycle model that is used in software development process. It starts with a simple implementation of a small set of the software requirements, and iteratively increase it until the whole system is complete and ready to be deployed.

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3.2.2 *Status Reporting*

No.	Progress Report	Software Items	Date
1	Project Proposal Report	• Proposal	5/4/2014
2	1st Progress Report	• Project Management Plan • Software Requirement Specification • Software Design Document • Implemented Software Progress I • Test Plan • Traceability Record	7/7/2014
3	2nd Progress Report	• Project Management Plan • Software Requirement Specification • Software Design Document • Implemented Software Progress II • Test Plan • Traceability Record	22/10/2014
4	3rd Progress Report (Show Pro)	• Project Management Plan • Software Requirement Specification • Software Design Document • Implemented Software Progress III • Test Plan • Traceability Record	19/11/2014
5	Final Progress Report	• Project Management Plan • Software Requirement Specification • Software Design Document • Complete Software Source code • Test Plan • Traceability Record	11/12/2014

3.2.3 Project Meeting

No.	Participants	Roles
1	Ms. Siraprapa Wattanakul	Project advisor
2	Ms. Nahathai Kaewtatib	Development team member
3	Ms. Pimchanok Sripraphan	Development team member

3.3 Change Management

Change Management manages and controls all of the changes that happen during the project development process. The change requests will be recorded into the change management document.

Here are the steps of our strategy for change management:
1. Analyze the change request (How necessary it is and the impact to the other part of the system).
2. Set a change request form.
3. Approve the change request by the project advisor.
4. Change the project according to the approved change request.

Chapter Four | Quality Planning

4.1 Quality Factors

HanDIYcraft software should meet these quality factors according to the McCall's Model.

4.1.1 Product Operation Factors

Correctness
The software should provide more than 80% of data as the user requested correctly.

Usability
The software should provide understandable and easy-to-use GUI and language.

Reliability
The software should perform with more than 80% of usual activities, and with less than 10% of failure.

Integrity
The software should be able to identify between authorized and unauthorized users, and also between each type of users.

4.1.2 Product Revision Factors

Maintainability
The software should contain 20-30% of comments from the total LOC, in order to support further more maintenance.

Testability
The software should be 100% tested.

4.1.3 Product Transition Factors

Reusability
More than 50% of the complete software should be able to be reused in the future.

4.2   Reviews and Responsibility

Stage Exit Review				
No.	**Stage**	**Software Items**	**Owner**	**Reviewer**
1	1st Progress	Project Management Plan	PS	NK
2	1st Progress	Software Requirement Specification	PS	NK
3	1st Progress	Software Design Document	PS	NK
4	1st Progress	Test Plan	PS	NK
5	1st Progress	Traceability Record	PS	NK
6	2nd Progress	Project Management Plan	PS	NK
7	2nd Progress	Software Requirement Specification	PS	NK
8	2nd Progress	Software Design Document	PS	NK
9	2nd Progress	Test Plan	PS	NK
10	2nd Progress	Traceability Record	PS	NK
11	3rd Progress	Project Management Plan	PS	NK
12	3rd Progress	Software Requirement Specification	PS	NK
13	3rd Progress	Software Design Document	PS	NK
14	3rd Progress	Test Plan	PS	NK
15	3rd Progress	Traceability Record	PS	NK

4.3   Testing

Test Process		
No.	**Test**	**Responsibility**
1	Unit Test	NK, PS
2	System Test	NK, PS
3	Acceptance Test	NK, PS

4.4 Software Development Standard

4.4.1 ISO29110 for Very Small Entity (VSE)

ISO29110 is a guide applies to a Very Small Entity (VSE), enterprise, organization, department or project up to 25 people, dedicated to software development. The Guide provides Project Management and Software Implementation processes which integrate practices based on the selection of ISO/IEC 12207- Systems and Software Engineering — Software Life Cycle Processes and ISO/IEC 15289Software Engineering – Software Life Cycle Process – guidelines for the content of software life cycle process information products (documentation) standards elements.

4.4.2 Project Management (PM) process
PM Purpose

The purpose of the Project Management process is to establish and carry out in a systematic way the tasks of the software implementation project, which allows complying with the project's objectives in the expected quality, time and costs.

PM objectives

PM.O1. The Project Plan for the execution of the project is developed according to the *Statement of Work* and validated with the Customer. The tasks and resources necessary to complete the work are sized and estimated.

PM.O2. Progress of the project is monitored against the *Project Plan* and recorded in the *Progress Status Record*. Corrections to remediate problems and deviations from the plan are taken when project targets are not achieved. . Appropriate treatment is taken to correct or avoid the impact of risk. Closure of the project is performed to get the Customer acceptance documented in the *Acceptance Record.*

PM.O3. The *Change Requests* are addressed through their reception and analysis. Changes to software requirements are evaluated for cost, schedule and technical impact.

PM.O4. Review meetings with the Work Team and the Customer are held. Agreements are registered and tracked.

PM.O5. Risks are identified as they develop and during the conduct of the project.

PM.O6. A software *Version Control Strategy* is developed. Items of *Software Configuration* are identified, defined and baselined. Modifications and releases of the items are controlled and made available to the Customer and Work Team including the storage, handling and delivery of the items.

PM.O7. Software Quality Assurance is performed to provide assurance that work products and processes comply with the *Project Plan* and *Requirements Specification*.

PM Activities
The Project Management Process has the following activities:

- **PM.1** Project Planning

- **PM.2** Project Plan Execution

- **PM.3** Project Assessment and Control

- **PM.4** Project Closure

4.4.3 Software Implementation (SI) process
SI purpose

The purpose of the Software Implementation process is the systematic performance of the analysis, design, construction, integration and tests activities for new or modified software products according to the specified requirements.

SI objectives

SI.O1. Tasks of the activities are performed through the accomplishment of the current *Project Plan*.

SI.O2. Software requirements are defined, analyzed for correctness and testability, approved by the Customer, baselined and communicated.

SI.O3. Software architectural and detailed design is developed and baselined. It describes the software items and internal and external interfaces of them. Consistency and traceability to software requirements are established.

SI.O4. Software components defined by the design are produced. Unit test are defined and performed to verify the consistency with requirements and the design. Traceability to the requirements and design are established.

SI.O5. *Software* is produced performing integration of software components and verified using *Test Cases* and *Test Procedures*. Results are recorded at the *Test Report*. Defects are corrected and consistency and traceability to *Software Design* are established.

SI.O6. A *Software Configuration*, that meets the *Requirements Specification* as agreed to with the Customer, which includes user, operation and maintenance documentations is integrated, baselined and stored at the *Project Repository*. Needs for changes to the *Software Configuration* are detected and related *Change Requests* are initiated.

SI.O7. Verification and Validation tasks of all required work products are performed using the defined criteria to achieve consistency among output and input products in each activity. Defects are identified, and corrected; records are stored in the *Verification/Validation Results*.

SI activities

The Software Implementation Process has the following activities:

- **SI.1** Software Implementation Initiation

- **SI.2** Software Requirements Analysis

- **SI.3** Software Architectural and Detailed Design

- **SI.4** Software Construction

- **SI.5** Software Integration and Tests

- **SI.6** Product Delivery

Chapter Five | Estimated Duration of Tasks

Feature 1: User's Profile and Authorization Management
Feature 2: Tutorial Management
Feature 3: Shop Management
Feature 4: Map Management
Feature 5: Communication Management
Feature 6: Notification management

Progress I

Task Name	Duration (in days)	Begin Date	End Date
Project Management Plan	7	8/4/2014	14/4/2014
Software Requirement Specification	7	15/4/2014	21/4/2014
Software Design • Use Case Diagram • Activity Diagram • Class Diagram • Sequence Diagram • ER Diagram • UI Design	15	22/4/2014	6/5/2014
1st Progress Implementation	40	7/5/2014	20/6/2014
1st Progress Testing Document • Test Plan • Test Record	10	21/6/2014	30/6/2014
1st Progress Traceability Record	5	1/7/2014	5/7/2014
1st Progress Submission	1	7/7/2014	7/7/2014
1st Progress Presentation	2	10/7/2014	11/7/2014

Progress II

Task Name	Duration (in days)	Begin Date	End Date
Project Management Plan	3	13/7/2014	15/7/2014
Software Requirement Specification	5	16/7/2014	20/7/2014
Software Design • Use Case Diagram • Activity Diagram • Class Diagram • Sequence Diagram • ER Diagram • UI Design	10	21/7/2014	30/7/2014
2nd Progress Implementation	25	31/7/2014	24/8/2014
2nd Progress Testing Document • Test Plan • Test Record	5	25/8/2014	29/8/2014
2nd Progress Traceability Record	2	30/8/2014	31/8/2014
2nd Progress Submission	1	22/10/2014	22/10/2014
2nd Progress Presentation	2	29/10/2014	30/10/2014

Progress III (Show Pro)

Task Name	Duration (in days)	Begin Date	End Date
Project Management Plan	1	2/11/2014	2/11/2014
Software Requirement Specification	6	3/11/2014	6/11/2014
Software Design • Use Case Diagram • Activity Diagram • Class Diagram • Sequence Diagram • ER Diagram • UI Design	4	7/11/2014	11/11/2014
3rd Progress Implementation	6	12/11/2014	17/11/2014
3rd Progress Testing Document • Test Plan • Test Record	2	17/11/2014	18/11/2014
3rd Progress Traceability Record	1	18/11/2014	18/11/2014
3rd Progress Submission	1	19/11/2014	19/11/2014
3rd Progress Presentation	1	19/11/2014	19/11/2014

Final Progress

Task Name	Duration (in days)	Begin Date	End Date
Documentation • Overall Software Specification • Overall Software Design • Overall Traceability Record • Overall Testing • Binding Document	8	21/11/2014	28/11/2014
Software Source code	8	29/11/2014	6/12/2014
Release Software	1	7/12/2014	7/12/2014
Advertise Software to Media	2	8/12/2014	9/12/2014
Final Progress Submission	1	11/12/2014	11/12/2014
Final Progress Presentation	2	17/12/2014	18/12/2014

Chapter Six |
Estimated Effort and Costs

Item	Approximately Cost (THB)
Text Books	1,000
Android Device for testing the system	5,000
Document Printing	2,000
Poster Presentation	500

Chapter Seven | Identification of Project Risks

Risk	Likelihood/Impact	Mitigation
Time Management	High/High	Catch up the Schedule and Milestones
Less skills, knowledge, and experience	High/High	- Search the information from the Internet - Ask from the experienced developers.
Dealing with changes	High/High	Use the change management strategy
Unfamiliar with the testing process	Medium/Medium	Study more about the testing process
Hardware crash	Medium/High	Always save the documents and source code into the repository (GitHub)

Chapter Eight |
Version Control Strategy

8.1 Naming Conversion

The file naming format that we are going to use for all project documents is

 "[Project Name]-[Document Name]-[Version]"

8.2 Project Repository

GitHub provides users free spaces to easily store and share their photos, documents, information, and even source code. It is like a social network for the programmers.
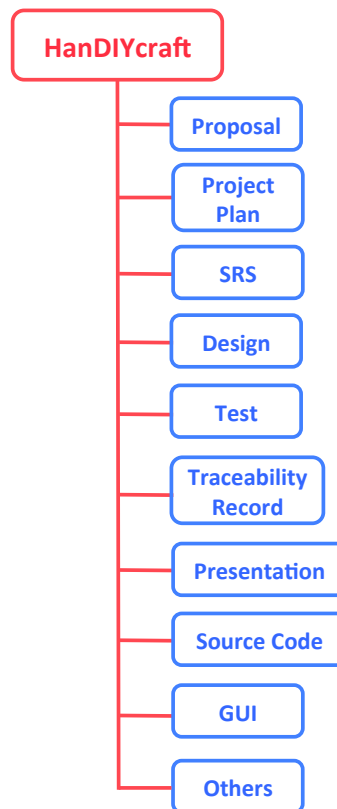
Figure 2.1.1: Project Repository

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List of related document and description
1. Proposal: contains involved proposal document files
2. Project Plan: contains project plan document files
3. SRS: contains software requirement specifications document files
4. Design: contains design document files
5. Test: contains testing document files
6. Traceability Record: contains traceability record files
7. Presentation: contains presentation files
8. Source Code: contains source code of the project
9. GUI: contains the pictures that will be used as Graphic User Interface of the system.
10. Others: contain pictures, involved and interesting information, etc.

8.3 Configuration Item Table

No.	Item	File Name	File Type	Owner	Path	Baseline Version
1	Project Proposal	HanDIYcraft-Proposal-V.[version]	.docx	NK, PS	/HanDIYcraft /Proposal	1.4
2	Project Management Plan	HanDIYcraft-ProjectPlan-V.[version]	.docx	NK, PS	/HanDIYcraft /Project Plan	3.0
3	Software Requirement Specification	HanDIYcraft-SRS-V.[version]	.docx	NK, PS	/HanDIYcraft /SRS	3.1
4	Software Design Document	HanDIYcraft-SDD-V.[version]	.docx	NK, PS	/HanDIYcraft /Design	3.2
5	Test Plan	HanDIYcraft-TestPlan-V.[version]	.docx	NK, PS	/HanDIYcraft /Test	3.0
6	Test Record	HanDIYcraft-TestRecord-V.[version]	.docx	NK, PS	/HanDIYcraft /Test	3.0
7	Traceability Record	HanDIYcraft-TR-V.[version]	.docx	NK, PS	/HanDIYcraft /Traceability Record	3.0

Chapter Nine | Schedule and Milestones
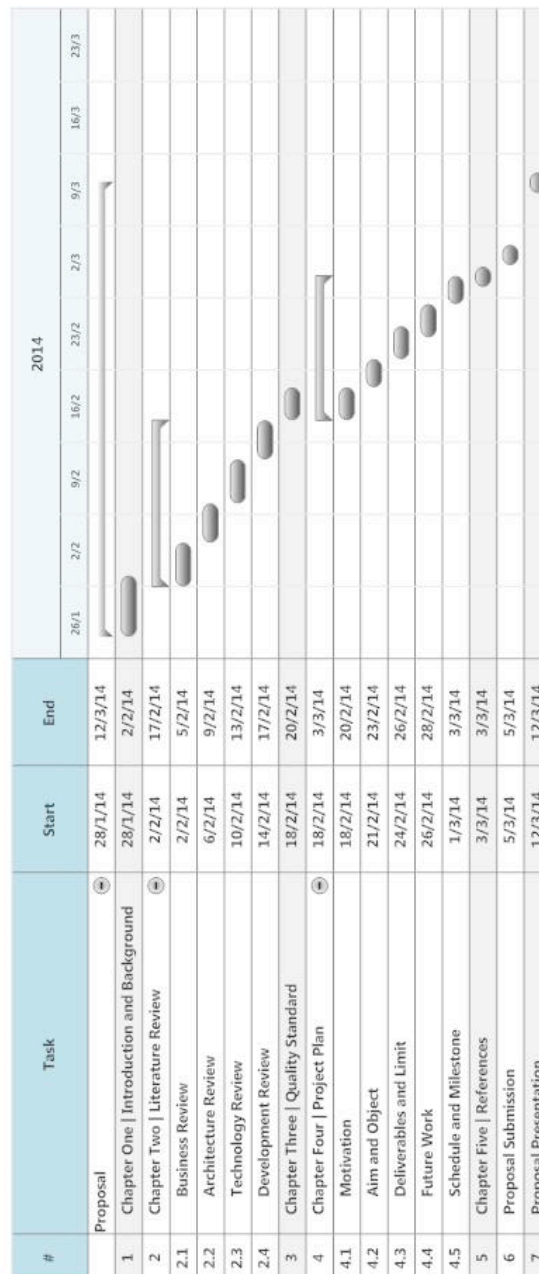
Figure 2.1.2: The Milestone of Initial Project

#	Task	Start	End
	Progress # 1	4/15/14	7/23/14
1	Software Requirement Specification	4/15/14	4/21/14
2	Software Design	4/22/14	5/6/14
2.1	Use case Diagram	4/22/14	4/23/14
2.2	Activity Plan Feature #1,#2	4/24/14	4/28/14
2.3	Class Diagram Feature #1,#2	4/29/14	5/1/14
2.4	Sequence Diagram Feature #1,#2	5/2/14	5/6/14
3	Implementation	5/7/14	6/20/14
3.1	Implementation Feature #1	5/7/14	5/27/14
3.2	Implementation Feature #2	5/28/14	6/20/14
4	Test plan	6/21/14	6/27/14
4.1	Data Teas Feature #1	6/21/14	6/25/14
4.2	Data Teas Feature #2	6/26/14	6/27/14
5	Test Progress #1	6/27/14	6/30/14
6	Trace ability record Progress#1	7/1/14	7/5/14
7	Progress Report 1 submission	7/7/14	7/7/14
8	Progress #1 Presentation	7/11/14	7/11/14
9	Task	7/12/14	7/23/14

Figure 2.1.3: The Milestone of First Progress Report

#	Task			Start	End	2014

#	Task		Start	End
	Progress #2		16/7/14	30/10/14
1	Software Requirement Specification		16/7/14	20/7/14
2	Software Design		21/7/14	30/7/14
2.1	Use case Diagram		21/7/14	22/7/14
2.2	Activity Plan	Feature #3#5	22/7/14	24/7/14
2.3	Class Diagram	Feature #3#5	25/7/14	28/7/14
2.4	Sequence Diagram	Feature #3#5	28/7/14	30/7/14
3	Test plan		25/8/14	25/8/14
3.1	Data Teas Feature #3#5		25/8/14	25/8/14
4	Implementation		31/7/14	24/8/14
4.1	Implementation Feature #3#5		31/7/14	24/8/14
5	Test Progress#3		26/8/14	29/8/14
6	Trace ability record Progress #2		30/8/14	31/8/14
7	Progress Submission #2		22/10/14	22/10/14
8	Progress Presentation #2		29/10/14	30/10/14

Timeline columns: 13/7 20/7 27/7 3/8 10/8 17/8 24/8 31/8 7/9 14/9 21/9 28/9 5/10 12/10 19/10 26/10 2/11 9/11

Figure 2.1.4: The Milestone of Second Progress Report

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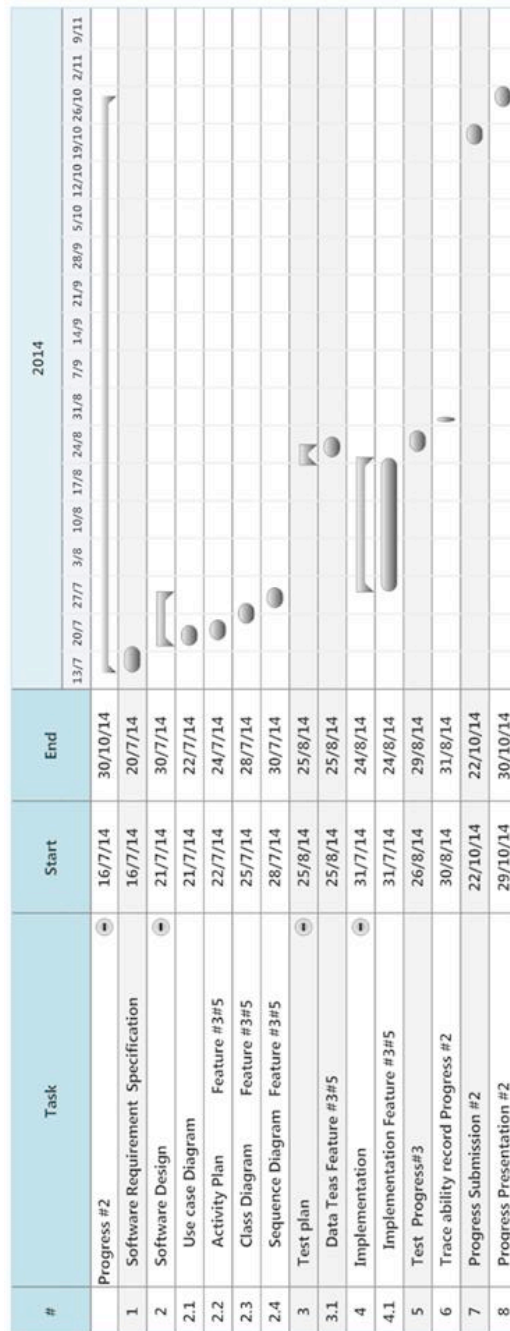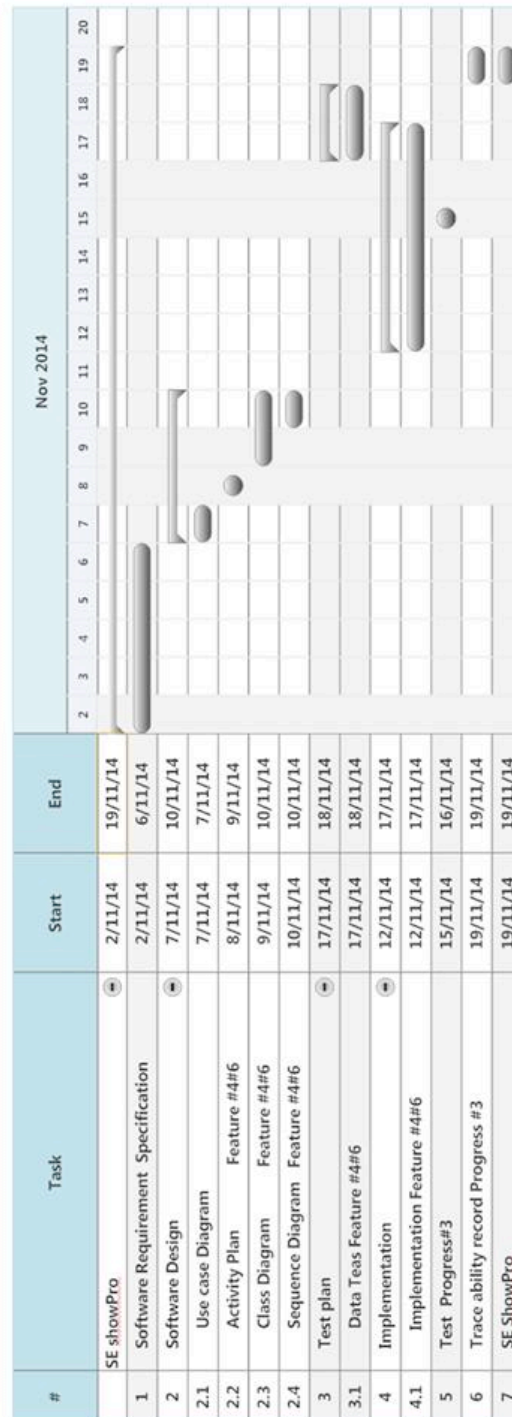| #	Task		Start	End	Nov 2014
	SE showPro		2/11/14	19/11/14	
1	Software Requirement Specification		2/11/14	6/11/14	
2	Software Design		7/11/14	10/11/14	
2.1	Use case Diagram		7/11/14	7/11/14	
2.2	Activity Plan Feature #4#6		8/11/14	9/11/14	
2.3	Class Diagram Feature #4#6		9/11/14	10/11/14	
2.4	Sequence Diagram Feature #4#6		10/11/14	10/11/14	
3	Test plan		17/11/14	18/11/14	
3.1	Data Teas Feature #4#6		17/11/14	18/11/14	
4	Implementation		12/11/14	17/11/14	
4.1	Implementation Feature #4#6		12/11/14	17/11/14	
5	Test Progress#3		15/11/14	16/11/14	
6	Trace ability record Progress #3		19/11/14	19/11/14	
7	SE ShowPro		19/11/14	19/11/14	

Figure 2.1.5: The Milestone of Show Pro Progress Report

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#	Task	Start	End	Nov 2014 / Dec 2014 Gantt
	Final Progress	17/11/14	18/12/14	
1	Documentation	21/11/14	28/11/14	
1.1	Overall Software Specification	21/11/14	22/11/14	
1.2	Overall Software Design	23/11/14	25/11/14	
1.3	Overall Tractability Record	26/11/14	26/11/14	
1.4	Overall Testing	27/11/14	27/11/14	
1.5	Binding Document	28/11/14	28/11/14	
2	Implementation	29/11/14	6/12/14	
3	Release Software	7/12/14	8/12/14	
4	Advertise Software to media	8/12/14	9/12/14	
5	Final Progress Submission	11/12/14	11/12/14	
6	final Progress Presentation	17/11/14	18/12/14	

Figure 2.1.6: The Milestone of Final Progress Report