**PHASE PLAN: SUNSHINE RESORT PROJECT**

**1. Inception:**

This is where we analyse the project idea and evaluate the project’s risks. We spend less than a week for the inception phase where we finished the following objectives:

- Analyse the users of the system, their levels of interest and/or power over the system, analyse the most desired system features such as add cottage, reserve cottage, display cottage, add customer, set up seasons, register payment, etc.

- Identify the main actors and most of the main use cases and describe the most significant ones, including 3 fully-dressed use cases and 3 brief use cases.

- Set up some major milestones for the later phases, as well as the iterations’ features.

- The project size is about 2 months and comprise of 3 developers and 1 project manager.

**2. Elaboration:**

In this phase we try to eliminate technical risks by aiming for completing the higher risk part of the project – the GUI and the 3 fully dressed use cases. We try to refine the time frame and cost of the project. We focus on the following objectives:

- Complete 80% of the use cases. Refine the fully-dressed use cases.

- Complete the project domain model.

- Complete system sequence diagrams for the main use cases.

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- Complete class diagram, and make updates to the original domain model.

- Assign team members responsibility.

- Set goals and time frame for each iteration.

- Make GUI prototype for the main features.

**3. Construction:**

- For the first iteration we work on the GUI for the display cottage use case.

- For the next iteration we work on the add cottage and reserve cottage use cases.

- Each iteration lasts 1 week.

- (We have not planned all details for the future iterations – as we will decide them along the way while taking on an adaptive iterative development process).

- The last week in our construction phase will be spent on reviewing and testing the application; and also developing some other small features that can give competitive advantages to our final application.

**4. Transition:**

This is when we bring the final working product to the user. In order to do this we need to complete these goals:

- Beta testing.

- Code optimization.

- Completion of manuals.

- Training users.

- Maintaining the system.