



# HACETTEPE UNIVERSITY

COMPUTER SCIENCE AND ENGINEERING DEPARTMENT

BBM487 SOFTWARE ENGINEERING LAB

Group 14

LBS Desktop

Project Plan

---

20926046

21228731

21327618

RIDVAN ALTUNEL

MAHMUT TEKİNYER

AYŞE AKCAN

Project Manager & Developer

Analyst & Technical Writer

Architect & Tester

# LBS Desktop

## Project Plan

### 1.Introduction

This document includes project plan of Library Book Loan System desktop application. Main components such as project team, their responsibilities, project milestones etc. are will be explained in this report.

### 2.Project Organization

Implementation of project will be made by a 3-person team. We have divided development of project into 6 roles, every member of our team took over two roles from these tasks. Team members and their roles listed below;

Team Member	Role
Rıdvan Altunel	Project Management & Development
Mahmut Tekinyer	Analyst & Technical Writer
Ayşe Akcan	Architech & Tester

*These roles and their responsibilities explained in Project Vision document.*

### 3.Project Practices and Measurements

Project development duration determined about 10 weeks. Due to lack of time and because of occuring from 3 members "Agile Software Development Model" will be selected as project development model.

LBS Desktop Application will be coded in Java. Our GUI elements will be created in Photoshop CC and will be organized in Java Swing. MySQL has been selected as database.

First weeks of development process allocated for reporting and some critical technical decisions, and software requirements. After this phase, remain 4-5 weeks will be passed with development and design process.

Due to lack of time testing phase and final reporting will allocated last 1-2 weeks of our entire development duration.

In summary we planned to achieve all of these critical phases simultaneously.

## 4. Project Milestones and Objectives

Iteration	Primary objectives (risk and use case scenarios)	Scheduled start or milestone	Target velocity
I1	<ul style="list-style-type: none"> <li>Outline project requirements</li> <li>Project vision</li> <li>Project plan</li> </ul>	28.02.2017 21.03.2017	21
I2	<ul style="list-style-type: none"> <li>GUI design mockups</li> <li>Technical decisions</li> <li>Database setup</li> </ul>	21.03.2017 28.03.2017	7
I3	<ul style="list-style-type: none"> <li>Risk management report</li> <li>First prototype that implements a single use-case</li> </ul>	28.03.2017 04.04.2017	7
I4	<ul style="list-style-type: none"> <li>UML models</li> <li>Coding standard</li> <li>Second prototype that implements at least 6 use-cases</li> </ul>	04.04.2017 25.04.2017	21
I5	<ul style="list-style-type: none"> <li>Software tests</li> <li>Test report</li> <li>Final output of software</li> </ul>	25.04.2017 09.05.2017	14

## 5. Deployment

Main deployment activities explained below;

**Release:** Our project output can be distributed by internet downloading, compact or flash disks etc. This desktop application can be run in any operating system that has an internet connection.

**Install and activate:** This software can be set up on a desktop computer by applying typical installation procedures. There is not any activate feature.

**Deactivate:** As we mentioned, our project does not include activate-deactivate features.

**Uninstall:** Software can be removed by applying a typical uninstall procedure.

**Update:** There will be not any newer versions of this software.

**Built-in update:** Our software is produced by for once development process.

**Version tracking:** There is no version tracking feature.

**Adapt:** All of data will be stored in database. We do not need to keep user files on OS so adapting these files to new OS installations is not our topic.

## 6.Lessons Learned

In this documentation phase; we have learned about some fundamental subjects of Software Engineering principles. Also made some research on OpenUP and it's concepts. What kind of roles act on a development process, which of them major etc. How can we share out them according to what kind of attributes.

We are aware of that all of these beginning documentation is necessary for an efficient development process. Also it is the integral part of learning phase. We expecting a stylish and functional product at the end of our software development process.