

AI4STYLE	Version: 1.1
Software Development Plan	Date: 13/11/2025
SDP-A4S	

**AI4STYLE**  
**Software Development Plan**  
**Version 1.0**

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## Revision History

Date	Version	Description	Author
26/10/2025	1.0	First completed version of the document	Nhật Trường and Xuân Trường
13/11/2025	1.1	Updated main objective in each sprint, adjusted schedule	Xuân Trường

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# Software Development Plan

## 1. Introduction

The purpose of this document is to outline the processes, resources and methodologies used in the development of our product, AI4STYLE - e-commerce fashion system. This will serve as a guide for all project stakeholders, ensuring that everyone follows consistent standards and meets the project's objectives.

## 2. Project Overview

### 2.1 Project Purpose, Scope, and Objectives

The purpose of this project is to create an e-commerce fashion system, which integrates AI functionality such as Chatbot and Virtual Try-on features alongside the basic functions. This will help us deliver a smart - convenient - reliable online experience for all users alike.

### 2.2 Assumptions and Constraints

- *The project has a fixed schedule of 10 weeks.*
- *This is a zero-budget project, utilizing only free tools for development and management.*
- *The project has 5 people, there will be no more people added during the project.*
- *At least one meeting is held every week.*

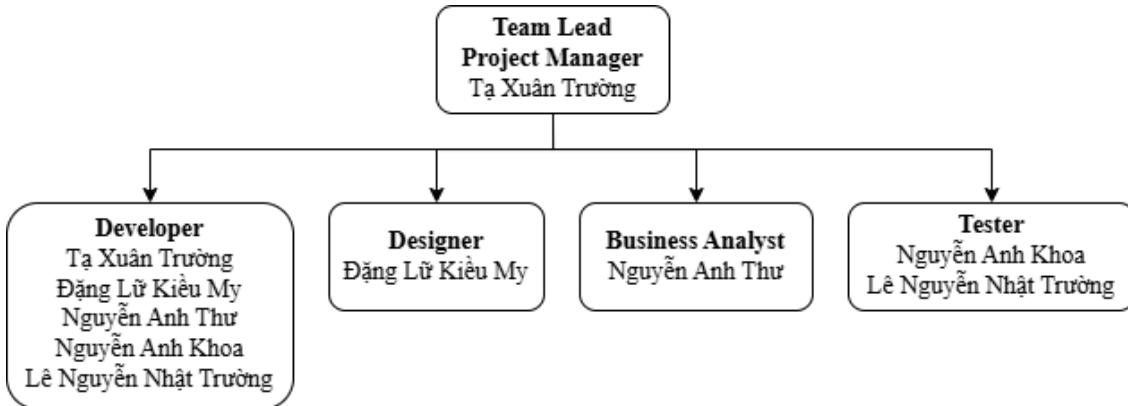
### 2.3 Project Deliverables

Deliverables	Description	Target Date
Project Proposal	Defines the problem, the project's objectives, development goals and tools	26/10/2025
Vision Document	Describes the high-level product vision, its users, its functions and its achievements	26/10/2025
Prototype	Demonstrate UI/UX flow and basic logic	09/11/2025
Test Plan and Report	Includes test cases, results, and bug reports	07/12/2025
Final Product	Full system with all functions implemented	21/12/2025
User Manual	Instructions for usage and maintenance	21/12/2025

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### 3. Project Organization

#### 3.1 Organizational Structure



#### 3.2 Roles and Responsibilities

Person	Role
Tạ Xuân Trường	Team Lead, Project Manager, Developer
Đặng Lữ Kiều My	Designer, Developer
Nguyễn Anh Thư	Business Analyst, Developer
Nguyễn Anh Khoa	Tester, Developer
Lê Nguyễn Nhật Trường	Tester Developer

### 4. Management Process

#### 4.1 Project Estimates

This project is a zero-budget initiative, using only free and open-source tools for development and management, as outlined in the project's assumptions and constraints.

The project schedule is estimated to be 10 weeks, commencing on October 13, 2025, and concluding on December 21, 2025. This timeline is structured into 5 iterations (sprints), each lasting two weeks, aligning with the overall project schedule.

Re-estimation of the project schedule will occur under the following circumstances:

- **Weekly Review:** During our weekly team meetings, progress will be reviewed, and any significant problems between planned and actual work will trigger a re-evaluation of remaining tasks.
- **End of Each Sprint:** At the end of each two-week sprint, the team will review the completed work and adjust future sprint plans and estimates based on lessons learned and evolving requirements.

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## 4.2 Project Plan

### 4.2.1 Phase and Iteration Plan

In this project, we follow 3 phases of the RUP model: Inception, Elaboration and Construction.

Phase (RUP)	Start	End	Main objectives
Inception	13/10/2025	26/10/2025	<ul style="list-style-type: none"> <li>- Project proposal</li> <li>- Initial requirements</li> <li>- Determine technology stack</li> </ul>
Elaboration	27/10/2025	23/11/2025	<ul style="list-style-type: none"> <li>- Comprehensive design of database, UI, system</li> <li>- Test planning</li> <li>- Having a demo</li> </ul>
Construction	24/11/2025	21/12/2025	<ul style="list-style-type: none"> <li>- Implementation</li> <li>- Testing</li> <li>- Release first version</li> </ul>

One phase is broken down into one or more iterations. Each iteration spans two weeks, with key objectives outlined in the table below.

Phase (RUP)	Iterations	Start	End	Main objectives
Inception	1	13/10/2025	26/10/2025	<ul style="list-style-type: none"> <li>- Project proposal</li> <li>- Initial requirements</li> <li>- Determine technology stack</li> </ul>
Elaboration	2	27/10/2025	9/11/2025	<ul style="list-style-type: none"> <li>- Design database</li> <li>- Design system</li> <li>- Design UI</li> <li>- Have an use-case specification</li> <li>- Basic feature demo</li> <li>- AI demo</li> </ul>
Elaboration	3	10/11/2025	23/11/2025	<ul style="list-style-type: none"> <li>- Test planning</li> <li>- Implementation User, Authentication Product feature (both client and admin site)</li> </ul>
Construction	4	24/11/2025	7/12/2025	<ul style="list-style-type: none"> <li>- Implementation Order and Payment feature (client site)</li> <li>- Implementation Order management and staff management (admin site)</li> <li>- Testing Sprint 3 feature</li> </ul>
Construction	5	8/12/2025	21/12/2025	<ul style="list-style-type: none"> <li>- Implementation and testing Payment, AI module</li> </ul>

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				- Testing all features
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#### 4.2.2 *Releases*

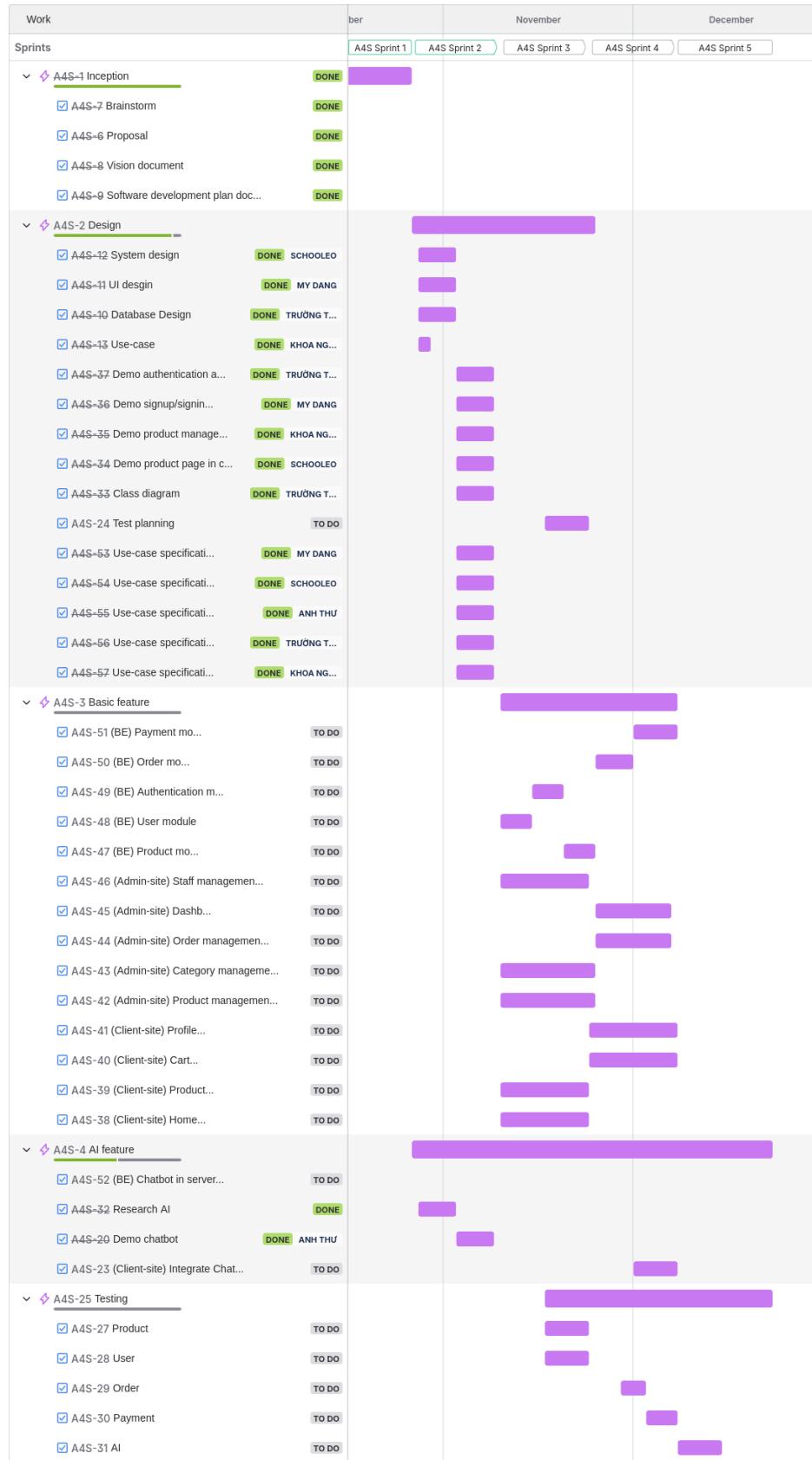
**Demo Releases:** We plan to release three distinct demos, all of which will be implemented and showcased during the third sprint:

- **Basic Features Demo:** This demonstration will focus on the core functionalities of the application: Product page(client site), Product management (admin site)
- **Chatbot Demo:** It will demo its ability to understand and respond to user queries, provide suggestions matching clothes. Moreover, we also use LLM for Virtual Try-On (VITON)

**Completed Version Release:** The fully completed version of the product, encompassing all planned features and functionalities, will be published and deployed at the culmination of Sprint 5.

#### 4.2.3 *Project Schedule*

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#### 4.3 Project Monitoring and Control

##### 4.3.1 Reporting

This project will include a weekly Google Meet meeting to review any problems or bugs in the process and evaluate completed tasks. Additionally, if any issues arise daily, we can discuss them in person at the university or online (Messenger application).

##### 4.3.2 Risk Management

Risk ID	Risk Description	Probability	Impact	Risk Exposure	Priority	Mitigation Strategy or Contingency Plan
1	Illness	60%	40	24	High	Adjust schedule, assign task for other members
2	Poor relationship between co-workers	30%	30	9	High	Organize some offline meetings for communication and deeply understand others.

##### 4.3.3 Configuration Management

- Storage: Google Drive.
- Discussion channel: Messenger.
- Project management: Jira.
- Source code management: Github.