 MINISTRY FOR EDUCATION AND SCIENCE OF RUSSIA

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#### SAINT PETERSBURG ELECTROTECHNICAL UNIVERSITY

#### «LETI»

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**APPROVED**

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Date, signature

INTERACTIVE WEB-PAGE OF A COMPANY

Project title

STATEMENT OF WORK

Document name

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volume

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HISTORY

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| 00.10 | *Gennady Evtodiev* | *26.03.19* | *The first version* |

**Project team**

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agenda

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# BASIS FOR DEVELOPMENT

Development is carried out on the basis of the requirements for the course work in the discipline "Software Engineering"

Full name of the project

**Interactive website of a lumber company**

Short name of the program (nick-name, 4-5 characters)

LULAD

# DEVELOPMENT GOALS

The software product is intended to

An interactive web page about the Lumber company. The website should have information about the cities of delivery in the area of the company, algorithm to cut logs into lumber in the most efficient way, store them into database and update it, storage of the available lumber, recipes.

# HIGH LEVEL REQUIREMENTS

Numbered list of high level requirements should be here.

-The main page of our website shall be an interactive map with general information about the company and its cities.

-The website shall take in files with dimensions and prices to process the algorithm

-The website shall be interactive and to help the user navigate the website.

-The website shall be responsive design and work properly on Pc, tablets and mobile device.

-Every other page shall have its own style with different functionalities.

-There should be a navigation tool bar moving with scrolling pages to not get lost among with helpful footer.

# Key milestones

Table 1. Key milestones

|  |  |  |  |
| --- | --- | --- | --- |
| **№** | **Start date** | **End date** | **Description** |
| 1 | 13.02.19 | 28.02.19 | SOW developed, reviewed and signed and studying technologies for creation of a website(JavaScript, Html, CSS) |
| 2 | 01.03.19 | 10.03.19 | Studying technologies for creation of a website(JavaScript, HTML, CSS), also the agile methodology SCRUM |
| 3 | 10.03.19 | 18.03.19 | Application of SCRUM methodology to the project and definition of the roles in the project. General design of the main page and the web site in general. |
| 4 | 18.03.19 | 15.04.19 | First checkpoint and an advance of PMP document, reviewed, signed and the mockup of the project. |
| 5 | 15.04.19 | 28.04.19 | Second checkpoint and the first prototype and application development. |
| 6 | 28.04.19 | 13.05.19 | application development |
| 7 | 13.05.19 | 25.05.19 | Third checkpoint and and application development |
| 8 | 25.05.19 | 31.05.19 | testing of the application |
| 9 | 31.05.19 | 03.06.19 | fixing bugs |
| 10 | 03.06.19 | 06.06.19 | Forth checkpoint |

# Chosen technology and development framework

1. PHP, SQL, HTML, CSS, GitHub(as control version system) and ATOM as IDE.

# DEVELOPMENT MODEL

Implementing the project I will use the following development model

I decided to use the agile method SCRUM to our project, because **SCRUM** is a framework that provides us with a series of tools and roles for an iterative way to see the progress and results of a project early. It is a framework for project management, adaptable iterative fast flexible and effective. Designed to offer a considerable a value quickly throughout the project. Guarantees transparency in communication and creates an atmosphere of collective responsibility and of continuous progress.

**SPRINT** is a time-boxed iteration of a continuous development cycle, planned amount of work has to be complete by the team and made for review. The duration of a sprint up to 2-4 weeks. During this time, the team works to convert the requirements in the Prioritized Product Backlog into shippable product functionalities.

**Sprint Planning Meeting**: this is a part of the commit user stories, identify task, estimate task and create sprint backlog processes.

**Sprint Review Meeting**: this is a time-boxed to four hours for a one-month sprint. During the sprint review meeting that is conducted in the demonstrate and validate sprint process. here the product owner reviews the product(or product increment) against the agreed acceptance criteria and either accepts or rejects the completed user stories.

**Retrospect Sprint Meeting**: this is a time-boxed to 4 hours for a one-month sprint and conducted as part of the retrospect sprint process. In this meeting, the scrum team gets together to review and reflect on the previous sprint in terms of the processes followed. tools employed, collaboration and communication mechanisms. The team discusses what went well during the previous sprint and what did not go well.

**SCRUM Master**(owner of productivity): He ensures that the SCRUM team has a appropriate environment to successfully complete the project. He guides, facilitates and teaches SCRUM practices to all involved. Eliminates impediments in the SCRUM team and ensures that they are following the SCRUM processes.

**DEV TEAM** (owner of the as): Responsible for understanding the requirements specified by the Product-Owner Create the deliverables of the project.

**Non-central roles**: StakeHolders (all those interested or who may be affected by the project)

**The prioritized product backlog**: is the requirements that defines the project scope by providing a prioritized list of features of the product or service to be delivered by the project.

**Epics**: They can be defined as big chunk of work that has one common objective. Epics are written in the initial stages of the project when most User Stories are high-level functionalities or product descriptions and requirements are broadly defined. They are large, unrefined User Stories in the Prioritized Product Backlog. Our Epics are our high level requirements:

* The main page of our website shall be an interactive map with general information about the company and its offices and departments.
* The website shall show a pop-up layout that includes brief information about activity directions, projects and research directions
* The website shall be interactive and to help the user navigate the website.
* The website shall be responsive design and work properly on Pc and mobile device.
* Every other page shall have detailed description of the particular office function, workers and their skill level.
* There should be a navigation tool bar moving with scrolling pages to not get lost among with helpful footer.

**User Stories**: User Stories adhere to a specific, predefined structure and are a simplistic way of documenting the requirements and desired end-user functionality. The requirements expressed in User Stories are short, simple, and easy-to-understand statements resulting in enhanced communication among the stakeholders and better estimations by the team.