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**Group 03**

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**Project Assignment 01**  
**Software Development Plan**  
**Version <1.01>**

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#### Revision History

Date	Version	Description	Author
<06/05/22>	<1.0>	The initial project plan of website buying	All members of the project team
<19/06/22>	<1.01>	Edit Project Schedule	All members of the project team

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## Software Development Plan

### 1. Introduction

The introduction of the **Software Development Plan** provides an overview of the entire document.

### 2. Project Overview

#### 2.1. Project Purpose, Scope, and Objectives

- If this project can be done it will help people who want to find many big deals of electronic device such as: ipad, tablet, smartphone,... and it makes customer can approach new products faster and easier beside that it will help the economic growth and satisfying customer needs
- This web shopping has main functions are:

+With customer:

- Chat with admin
- Add to cart
- Finding product with sort filter
- Running sale & advertisement for shop
- Comment, react, rate for products
- Online paying ,...

+With store owner:

- Manage the order
- Storage list of information of customer
- Manage the product
- Manage revenue statements ,...

#### 2.2. Assumptions and Constraints

- Project has a fixed schedule of 12 weeks
- zero-budget project.
- Project has 5 people, there will be no more people added during the project

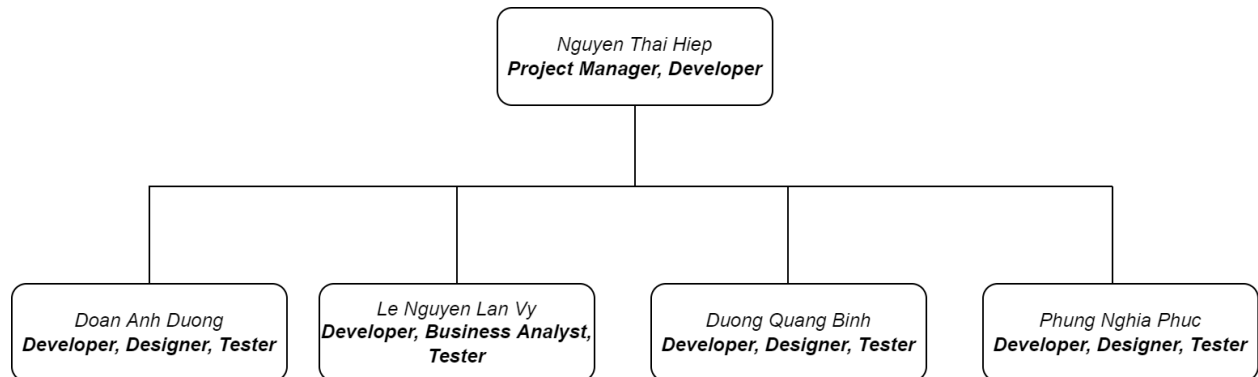
#### 2.3. Project Deliverables

Deliverables for each project phase are identified in the Development Case. Deliverables are delivered towards the end of the iteration, as specified in section 4.2.4 Project Schedule.

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### 3.Project Organization

#### 3.1.Organizational Structure



#### 3.2. External Interfaces

- The Project Manager will provide Status Assessment, as scheduled in this plan, to the project team.
- The project team will also interact with each other to solicit inputs and review of relevant artifacts.

##### 3.2.1.User Interfaces

- The project team describe the logical characteristics of the software product and the users about GUI standards, screen layout constraints, buttons, functions will appear on every screen, keyboard shortcuts, error message display.
- Define the software components for which a user interface is needed.

##### 3.2.2.Hardware and software interfaces

- Define the software connects between product and software components about databases, UI, UX, tools, library.
- Determine the data items coming into the system and going out and describe the purpose of each.

##### 3.2.3.Communications interfaces

- The project team will work with any communications functions required by this product consisting of gmail, website, ...

##### 3.2.4.Contact interface

- The primary contact for this project will be Nguyen Thai Hiep, Project Manager

#### 3.3.Roles and Responsibilities

Person	Role
Nguyen Thai Hiep Project Manager, Developer	Responsible for planning, monitoring and controlling, closing out projects, judging the members of the project, following and reporting to ensure everyone successfully completes project tasks. Coding, designing website interface.

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Doan Anh Duong Developer, Designer, Tester	Responsible for designing testing scenarios for usability testing, coding, designing website interface.
Duong Quang Binh Developer, Designer, Tester	Responsible for designing testing scenarios for usability testing, coding, designing website interface.
Phung Nghia Phuc Developer, Designer, Tester	Responsible for designing testing scenarios for usability testing, coding, designing website interface.
Le Nguyen Lan Vy Developer, Business Analyst, Tester	Responsible for designing testing scenarios for usability testing, coding, bridging the gap between IT and the business using data analytics to assess processes, determine requirements and deliver data-driven recommendations and reports to executives and stakeholders.

#### 4. Management Process

##### 4.1. Project Estimates

Project has 12 weeks (3 months) to complete. So dividing the total time of the project into 6 sprints, each sprint will have 2 weeks.

Member of the team: including 5 people.

- Each person has to work for the project 4 hours/day at least.
- Each person works 5 days/week.

=> Total estimated time for the team:  $5 \times 4 \times 5 \times 12 = 1200$  hours. Each person has to work for 240 hours.

##### 4.2. Project Plan

###### 4.2.1. Phase and Iteration Plan

There are 3 phases corresponding to 6 sprints (6PAs):

- Inception: Doing and Completing PA0 and PA1. Know the business for the website and determine the initial state. It takes 2 weeks (a PA/week). ( 1sprint).
- Collaboration:
  - + Remind and give tasks.
  - + Design the system, database structure.
  - + Coding.
- Construction: Takes 2 weeks at the end of our project.
  - + The main tasks: release the final build and fix all bugs.

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#### - Sprint 1:

ID	Name	Start Date	End Date	Duration	May 29, 2022							Jun 05, 2022						
					S	M	T	W	T	F	S	S	M	T	W	T	F	S
1	Learn about PA01	May 31, 2022	Jun 03, 2022	4 days														
2	Doing Project Plan	May 31, 2022	Jun 05, 2022	6 days														
3	Doing Vision Document	May 31, 2022	Jun 05, 2022	6 days														
4	▼ Learn about JS	Jun 03, 2022	Jun 06, 2022	4 days														
5	Learn about HTML + CSS	Jun 03, 2022	Jun 06, 2022	4 days														
6	Doing Weekly Report	Jun 04, 2022	Jun 05, 2022	2 days														
7	Update PA0	Jun 11, 2022	Jun 11, 2022	1 day														

#### - Sprint 2:

ID	Name	Start Date	End Date	Duration	Jun 12, 2022							Jun 19, 2022						
					S	M	T	W	T	F	S	S	M	T	W	T	F	S
1	Learn about Use-case Diagram	Jun 13, 2022	Jun 14, 2022	2 days														
2	Draw Use - case Diagram	Jun 16, 2022	Jun 17, 2022	2 days														
3	Draw Use - case specification	Jun 18, 2022	Jun 19, 2022	2 days														
4	Document about use - case specification	Jun 19, 2022	Jun 21, 2022	3 days														
5	Learn about React JS	Jun 13, 2022	Jun 16, 2022	4 days														
8	Doing weekly Report	Jun 17, 2022	Jun 19, 2022	3 days														
9	Update PA1 - Vision Document	Jun 13, 2022	Jun 13, 2022	1 day														
10	Update PA1 - Project Plan	Jun 14, 2022	Jun 14, 2022	1 day														

#### - Sprint 3:

ID	Name	Start Date	End Date	Duration	Jun 26, 2022							Jul 03, 2022									
					T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
1	Learn about Diagram class	Jun 27, 2022	Jun 30, 2022	4 days																	
2	Design Diagram class	Jun 29, 2022	Jun 30, 2022	2 days																	
3	Complete Software Architecture Document	Jul 01, 2022	Jul 03, 2022	3 days																	
4	Design Database	Jun 27, 2022	Jun 30, 2022	4 days																	
5	Coding database	Jun 29, 2022	Jul 03, 2022	5 days																	
6	Coding UI design	Jun 28, 2022	Jul 03, 2022	6 days																	
7	Doing Weekly Report	Jul 02, 2022	Jul 03, 2022	2 days																	
8	Update PA2 - Use case model	Jun 27, 2022	Jun 29, 2022	3 days																	

#### - Sprint 4:

+ Add   ✎ Edit   🗑 Delete   ☰ Indent   📄 Expand all   📄 Collapse all   🔍 Zoom in   🔍 Zoom out   📐 Zoom to fit														Search		🔍								
	ID	Name	Start Date	End Date	Duration	Jul 03, 2022							Jul 10, 2022							Jul 17, 2022				
						S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T		
⋮	1	Learn about how to deploy project to hosting	Jul 11, 2022	Jul 12, 2022	2 days																			
⋮	2	Coding the functions in project	Jul 11, 2022	Jul 17, 2022	7 days																			
⋮	3	Publish UI	Jul 11, 2022	Jul 12, 2022	2 days																			
⋮	4	Weekly Report	Jul 16, 2022	Jul 17, 2022	2 days																			
⋮	5	Update PA3	Jul 11, 2022	Jul 13, 2022	3 days																			

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#### - Sprint 5:

	ID	Name	Start Date	End Date	Duration	Jul 17, 2022							Jul 24, 2022							Jul 31, 2022							
						S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T					
1	1	Learn about test case	Jul 25, 2022	Jul 28, 2022	4 days																						
2	2	Testing the team project	Jul 28, 2022	Jul 30, 2022	3 days																						
3	3	Complete the functions	Jul 25, 2022	Jul 29, 2022	5 days																						
4	4	Report	Jul 30, 2022	Jul 31, 2022	2 days																						
5	5	Update PA4	Jul 25, 2022	Jul 27, 2022	3 days																						
6	6	Reviewing all task had doing	Jul 30, 2022	Jul 31, 2022	2 days																						

#### 4.2.2.Releases

Based on the scheduling of the project, we decide to release 3 builds:

- First build: a brief demo to show the background of the project. The estimated time is within sprint 2. This build will be sent to the customer. The primary purpose for this build is to get the corresponding of the customer:
  - + Does this build satisfy all the requirements of the customer?
  - + What like and unlike things, and which part must be altered or modified?
  - + What things needed for the next product.
  - + Estimated Publishment time (assignment): 06/19/2022. (June 19th, 2022).
- Second build: Modify the software equivalent to the corresponding customer. Each part of the product must be completed partially. Build some test cases for this second build. (Simulating all the main functions of the website).
  - + Publishment: within sprint 3, assignment: 07/03/2022.
- Demo website: use test cases to guarantee all the function is working stably.
  - + Processing on sprint 4.
  - + Change the inception if needed.
- Third build: the fixed-bug version after demo. Executed on sprint 5.
- Final build (Release officially): The final product will fully function.
  - + End of the project: 08/11/2022.

#### 4.2.3.Project Schedule

The particular task for each sprint and responsibilities of each member in the team:

- Sprint 1:
  - Doing Project Plan Document:
    - + Introduction and Overview: Le Nguyen Lan Vy.
    - + Project Organization: Le Nguyen Lan Vy.
    - + Manage Process:
      - + 4.1, 4.2.2, 4.2.3, 4.3.4: Doan Anh Duong.
      - + 4.2.1: Duong Quang Binh, Phung Nghia Phuc.
      - + 4.3.3: Nguyen Thai Hiep.
  - Doing Vision document:
    - + Introduction and Position: Doan Anh Duong, Le Nguyen Lan Vy.
    - + Stakeholder and User Descriptions: Duong Quang Binh, Phung Nghia Phuc.
    - + Product Features and Non-Functional Requirement: Nguyen Thai Hiep
  - Weekly report: Nguyen Thai Hiep.
  - Update PA 0: Phung Nghia Phuc.
- Sprint 2:
  - Use-case model: all members: Phung Nghia Phuc, Nguyen Thai Hiep, Le Nguyen Lan Vy, Duong Quang Binh, Doan Anh Duong.
  - Use-case Specification:
    - Responsible for those cases below: Doan Anh Duong.
    - Use case: Show information of account,
    - Use case: Editing Account.



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- Use case: Deleting Account for User and Manager.
- Use case: Sold out or when a product is about to be out of stock.

Responsible for those cases below: Phung Nghia Phuc.

- Use case: Edit Products.
- Use case: delete product.
- Use case: Add product (if staff has admin provide permissions).
- Use case: Edit services (voucher, super sales, flashsales).
- Use case: Call customer support.

Responsible for those cases below: Le Nguyen Lan Vy.

- Use case: Login account..
- Use case: Sign up account.
- Use case: Change password.
- Use case: Chat with seller.
- Use case: Chat with customer.

Responsible for those cases below: Nguyen Thai Hiep.

- Use case: Send notices to customer.
- Use case: Send notices to user.
- Use case: Adding to cart.
- Use case: Viewing orders
- Use case: Checkout Items.

Responsible for those cases below: Duong Quanh Binh.

- Use case: Show products Statistic.
- Use case: Show the sales statistics..

- Weekly report: Nguyen Thai Hiep..
- Update PA01:
  - Doing Project Plan Document:
    - + Introduction and Overview: Le Nguyen Lan Vy.
    - + Project Organization: Le Nguyen Lan Vy.
    - + Manage Process:
      - + 4.1, 4.2.2, 4.2.3, 4.3.4: Doan Anh Duong.
      - + 4.2.1: Duong Quang Binh, Phung Nghia Phuc.
      - + 4.3.3: Nguyen Thai Hiep.
  - Doing Vision document:
    - + Introduction and Position: Doan Anh Duong, Le Nguyen Lan Vy.
    - + Stakeholder and User Descriptions: Duong Quang Binh, Phung Nghia Phuc.
    - + Non-Functional Requirement: Nguyen Thai Hiep.
    - + Product Features: each use-cases if which are features, will be added to by the person be responsible for those use-cases.
- Sprint 3 (expected):
  - Use-case specification Update: Nguyen Thai Hiep.
  - Software Architecture: Nguyen Thai Hiep, Phung Nghia Phuc.
  - Class Diagram: Doan Anh Duong, Duong Quang Binh, Le Nguyen Lan Vy.
  - Coding UI, Database: Whose role is developer
  - Weekly report: Phung Nghia Phuc.
- Sprint 4 (expected):
  - Software Architecture Document: Nguyen Thai Hiep.
  - UI Prototype: all members.
  - Coding the functions remaining to the project: Whose role is developer
  - Weekly report: Phung Nghia Phuc.

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- Sprint 5 (expected):
  - Implementation: whose role is developer.
  - Build test case and test plan: Tester.
  - Weekly report: Phung Nghia Phuc.

### 4.3. Project Monitoring and Control

#### 4.3.1. Requirements Management

The requirements for this system are captured in the Vision document. Requested changes to requirements are captured in Change Request, and are approved as part of the Configuration Management process

#### 4.3.2. Reporting

None.

#### 4.3.3. Risk Management

Risk will be identified in Inception Phase using the steps identified in the RUP for Projects activity “Identify and Assess Risks”. Project risk is evaluated at least once per iteration and documented in this table. The risks of the greatest magnitude are listed first in the table below

Risk Ranking (High, Medium, Low)	Risk Description and/or Impact	Mitigation Strategy and/or Contingency Plan
Have not caught up with technology	Product may not meet all requirements	Spend time studying more external courses, often ask the instructors
Someone quit the project	There will be a shortage of manpower	Hire someone else
There are members who are late for the deadline	The output of the product will be late	Deduct points and remind each member of the team if the deadline is late
Misuse of technology	Products are greatly affected	Change and apply other technology promptly
There are features that are too difficult	None	Group meeting and discuss together to complete that feature
Not enough expenses	The product will be delayed	Wait and ask for a delay
Change request from customer	The product will be subject to change	Edit or change the features to suit the needs of customers

In summary, to limit all possible risks we have done the following:

- Use Agile Techniques to Deal with Technical Debt
- Focus on Testing and Maintenance
- Choose the right technology

#### 4.3.4. Configuration Management

Our project has 2 parts: source code and reporting. So we use 2 tools:

- Google drive: To store the reporting. Simultaneously, saving the overview and the plan of our team for each sprint.

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- Github: To save the source code. When designing and coding the product at the sprint 3, each member will work and modify directly on this platform.