

Group 17	Date: 06/03/2017
Gismat Kazimli Burak Aykanat Rinat Davidov	Project Plan

# Library Book Loan System Project Plan

## 1 Introduction

This document explains the project details about team organization, development cycle and deployment options.

## 2 Project organization

We are using Facebook Messenger as a communication channel. In the future development cycle we will be using Trello for task management.

### Roles:

Project Management – Gismat Kazimli

Architect – Alaaddin Ozer

Tester – Rinat Davidov, Burak Aykanat, Gismat Kazimli, Alaaddin Ozer

Developer – Burak Aykanat, Gismat Kazimli

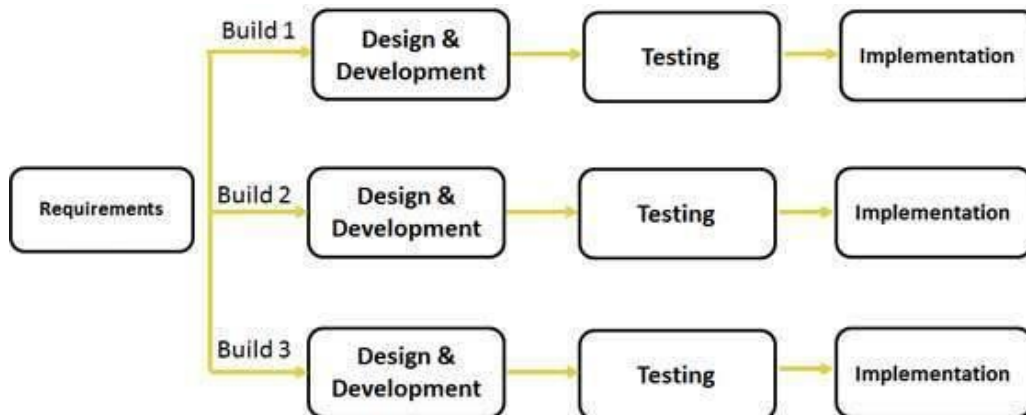
Analyst – Gismat Kazimli, Rinat Davidov, Alaaddin Ozer

Our project hosted on public Github [repository](#).

## 3 Project practices and measurements

We will use Iterative Software Development model for this project. Because requirements and use cases of this project clearly defined. If there are some high risk, features and goals can be changed in the future. So, Iterative model suits to this project.

We measure work by the days needed to complete a task. (ex: User Interface – 3 days)



Group 17	Date: 06/03/2017
Gismat Kazimli Burak Aykanat Rinat Davidov	Project Plan

#### 4 Project milestones and objectives

Iteration	Primary objectives (risks and use case scenarios)	Scheduled start or milestone	Working Days
I1	<b>Vision and Plan</b> <ul style="list-style-type: none"> <li>- Defining project roles</li> <li>- Assigning tasks to roles</li> </ul>	02.03.2017-05.03.2017	5 days
I2	<b>Requirements Analysing</b> <ul style="list-style-type: none"> <li>- blablabla</li> <li>- blablabla</li> </ul>	05.03.2017-07.03.2017	2 days
I3	<b>Architecture and Interface Design</b> <ul style="list-style-type: none"> <li>- Blabla</li> <li>- blabla</li> </ul>		
I4	<b>Coding</b> <ul style="list-style-type: none"> <li>- blablabla</li> </ul>		
I5	<b>Testing and Delivery</b> <ul style="list-style-type: none"> <li>- blablabla</li> </ul>		

#### 5 Deployment

Finished desktop application will be available on Github as source code and the executable file.

#### 6 Lessons learned

- Software development life cycles
- Project planning
- How to use git versioning system
- Team management
- Scheduling tasks
- Time management