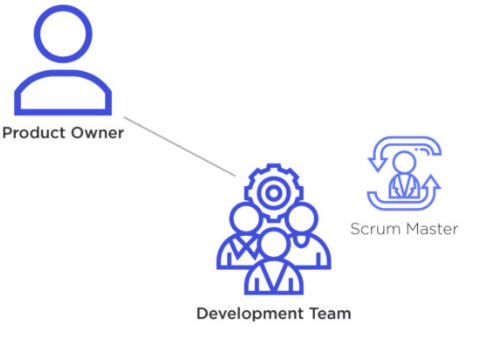
Dan’s Bagels

# Project Overview

This project aims to build a system for operating a bagel shop. The system will be used to run the storefront of the bagel shop for both the customers and employees. It is the only way in which customers will place and manage orders, and where customers will manage their funds. The system will also be used by employees to view orders, change order status, and manage inventory. It will be capable of running on web browsers on a PC.

# Team Organization

The team plans to use an agile generalist team structure. This allows a small team where each member has more cross-functionality rather than overly specific roles or titles. The members of the team will contribute to the project in many ways rather than being specialists in specific areas. Egoless programming is also planned to be followed due to every member playing a wide role. Dan Watson is the client. All members are part of the development team, with Jake Pope being the scrum master to begin the project. These roles are subject to change as the project moves on.



# Software Development Process

The development will be broken up into five phases. Each phase will be a little like a Sprint in an Agile method and a little like an iteration in a Spiral process. Specifically, each phase will be like a Sprint, in that work to be done will be organized into small tasks, placed into a “backlog”, and prioritized. Then, using on time-box scheduling, the team will decide which tasks the phase (Sprint) will address. The team will use a Scrum Board to keep track of tasks in the backlog, those that will be part of the current Sprint, those in progress, and those that are done.

Each phase will also be a little like an iteration in a Spiral process, in that each phase will include some risk analysis and that any development activity (requirements capture, analysis, design, implementation, etc.) can be done during any phase. Early phases will focus on understanding (requirements capture and analysis) and subsequent phases will focus on design and implementation. Each phase will include a retrospective.

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| **Phase** | **Iteration** |
| 1. | Phase 1 - Requirements Capture |
| 2. | Phase 2 - Analysis, Architectural, UI, and DB Design |
| 3 | Phase 3 - Implementation, and Unit Testing |
| 4 | Phase 4 - More Implementation and Testing |

We will use Unified Modeling Language (UML) to document user goals, structural concepts, component interactions, and behaviors.

# Communication policies, procedures, and tools

The team will communicate frequently using the following tools:

* Zoom
* Project Team Group Message

Zoom will be used for longer meetings, and the group message should be used for short updates, reminders, and questions. All group members are expected to attend all scheduled meetings unless otherwise specified. The same zoom information will be used unless otherwise specified.

# Configuration Management

See the README.md in the Git repository.