

**<Team 11>**

**An Online Bookstore System  
Software Development Plan  
(Small Project)**

**Version <1.0>**

## Revision History

Date	Version	Description	Author
29/10/23	1.0	Introduction & Project Overview	Nguyen Le Tan Thanh
30/10/23	1.1	Project Organization	Le Phuong Chi
31/01/23	1.2	Management Process: Project Plan	Nguyen Chi Luong
01/11/23	1.3	Management Process: Project Monitoring and Control	Doan Anh Khoa
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# Software Development Plan (Small Project)

## 1. Introduction

The introduction of the **Software Development Plan** provides an overview of the entire document. It includes the purpose, scope, definitions, acronyms, abbreviations, references, and overview of this **Software Development Plan**.

### 1.1 Purpose

The purpose of the **Software Development Plan** is to gather all information necessary to control the project. It describes the approach to the development of the software and is the top-level plan generated and used by managers to direct the development effort.

The following people use the **Software Development Plan**:

- The **project manager** uses it to plan the project schedule and resource needs, and to track progress against the schedule.
- **Project team members** use it to understand what they need to do, when they need to do it, and what other activities they are dependent upon.

### 1.2 Scope

This Software Development Plan describes the overall plan to be used by the **Online Bookstore System project**, including deployment of the product.

The plans as outlined in this document are based upon the product requirements as defined in the Vision Document.

### 1.3 Overview

This **Software Development Plan** contains the following information:

Project Overview — provides a description of the project's purpose, scope, and objectives. It also defines the deliverables that the project is expected to deliver.

Project Organization — describes the organizational structure of the project team.

## 2. Project Overview

### 2.1 Project Purpose, Scope, and Objectives

#### 2.1.1 Brief description:

- This is an online bookstore system, which provides an online trading platform for book buyers and booksellers.
- Booksellers also manage their sales websites.

2.1.2 **Purpose:** Create a bookstore website, where Administrators can manage their store better and customers can find and purchase some books they want.

#### 2.1.3 Scope:

2.1.3.1 *Target Users:* Users of this website include two actors: **book buyers** as **customers** and **booksellers** as **bookstore owners**.

- Anyone can use this website as a customer.
- Customers who buy books will have an age limit (over 14 years old).
- Bookstore admin will be able to use admin rights when logged in with the correct admin account.

#### 2.1.3.2 *Environments:*

- The website is developed to be used on any platform and any Operating System.
- This website requests notification access.
- There are no limitations on the software or version of the device, as long as you can access the internet well.
- The web server will be installed at the deployed bookstore.
- Server configuration:
  - Synchronous server Intel® Server System LSVRP4304ES6XX1
  - Chip Intel Xeon E3-1230 v5 (8M Cache, 3.4 GHz)

- Board Intel® Server Board S1200SPL

2.1.4 **Objectives:** Helps owners manage their bookstore without wasting too much time calculating revenue or inventorying goods. Helps buyers focus on books instead of being distracted by other items sold in the bookstore (pen, ruler, etc.)

2.1.5 **Meaning:** There are many websites/online sales channels, but most of them sell many types of items. We want to choose one type of item to build a website focusing on selling that product, so that buyers can focus on the product they are looking for. The biggest reason we decided to make a website for a business instead of a service delivery platform is that businesses can directly manage their sales website.

2.1.6 **Key features:**

2.1.6.1 **As a customer:**

- User account management
- Shopping
- Order tracking
- Leave feedback
- Contact with Admin

2.1.6.2 **As a Administrator:**

- Admin account management
- Post products and Categories
- Sales management
- Revenue statistics
- Warehouse management

## 2.2 Assumptions and Constraints

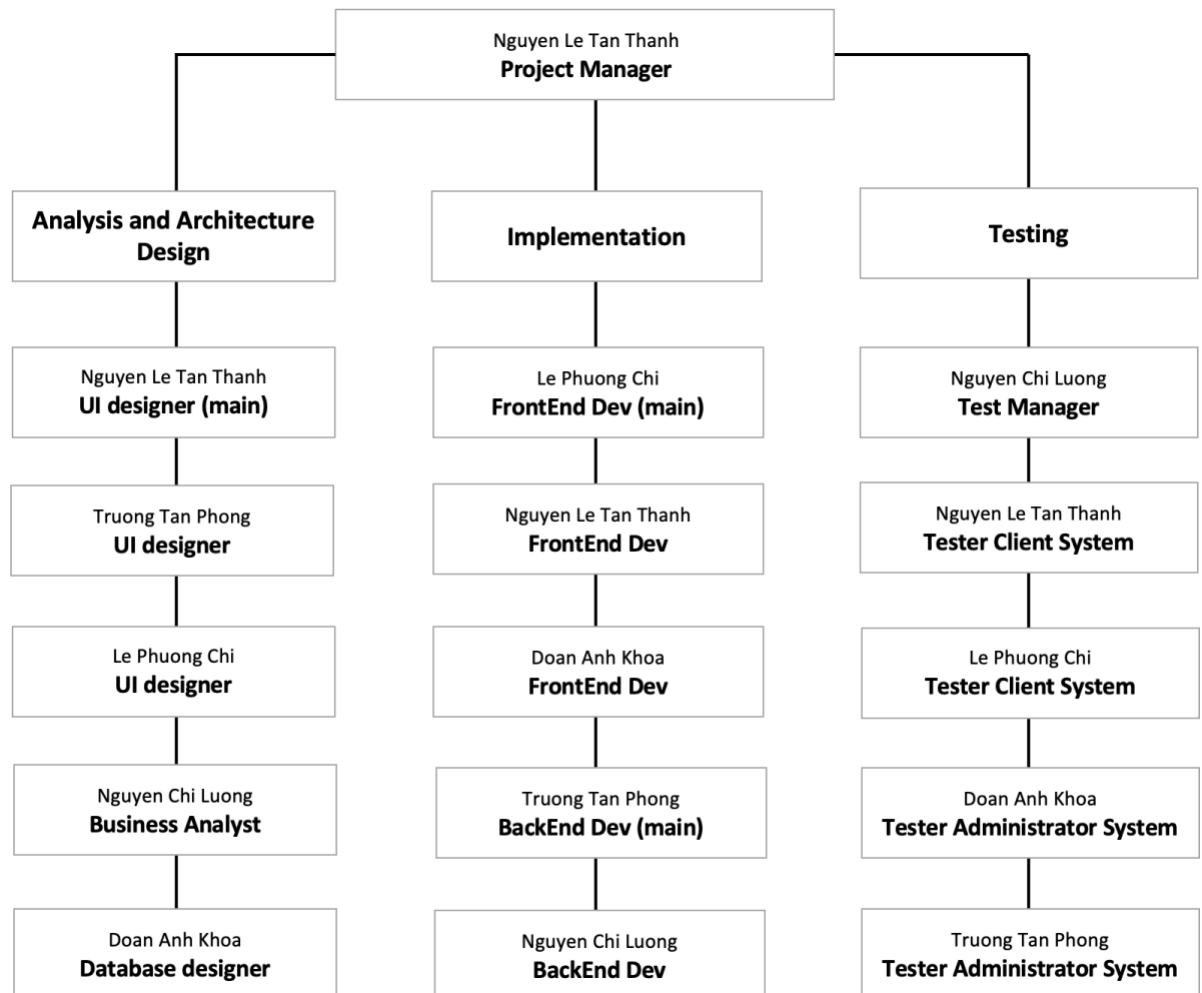
- Budget: Zero-budget project.
- Staff: 5 members in one team.
- Technology: Use bootstrap to support the front-end coding process.
- Schedule: Project has a fixed schedule of 11 weeks.

## 2.3 Project Deliverables

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

### 3. Project Organization

#### 3.1 Organizational Structure



#### 3.2 Roles and Responsibilities

Name	Roles	Responsibilities
Nguyen Le Tan Thanh	Project Manager	<ul style="list-style-type: none"> <li>- Planning and giving tasks to members.</li> <li>- Supervising the implementation process, detecting and planning to resolve problems promptly.</li> <li>- Always keep in touch with every member.</li> </ul>
	UI Designer	<ul style="list-style-type: none"> <li>- Managing design UI.</li> <li>- Design User Account, Cart and Checkout Pages.</li> </ul>
	Front-end Developer	Client profile, registration + log in, shopping cart, check out page. About us.

Name	Roles	Responsibilities
	Tester Client System	- Testing client system
Le Phuong Chi	UI Designer	- Design Item, Searching, Feedback Page.
	Front-end Developer	Home page, searching page, information item page,
	Tester Client System	-Testing client system
Doan Anh Khoa	Database Design	- Design database.
	Front-end Developer	Administration page: post product, ware management, order management, revenue statistic.
	Tester Administrator System	-Testing administrator system.
Nguyen Chi Luong	Business Analyst	-Identify problems that need improvement, then propose specific solutions. -Work directly with stakeholders to receive feedback, then transfer information to the internal team for processing.
	Back-end Developer	Client pages.
	Test Manager	- Giving test plan
Truong Tan Phong	UI Designer	- Design HomePage, Admin Account, About Us Pages.
	Back-end Developer	Administrator pages.
	Tester Administrator System	-Testing administrator system.

## 4. Management Process

### 4.1 Project Estimates

This project took almost 3 months to complete.

### 4.2 Project Plan

#### 4.2.1 Phase Plan and Iteration Objectives

- Sprint 1

STT	Task	Sprint 1														/10/2023
		7	8	9	10	11	12	13	14	15	16	17	18	19	20	
1	Review Meeting															
2	Set up Workspace															
3	Weekly Scrum Meeting															
4	Come up with idea project															
5	Design Website view															
6	Design Website database															
7	PA0 report															

- Sprint 2

STT	Task	Sprint 2														/11/2023
		21	22	23	24	25	26	27	28	29	30	31	1	2	3	
1	Review Meeting															
2	UI design (Figma)															
3	Weekly Scrum Meeting															
4	PA1 report															
5	Weekly Report															
6	Database training															
7	Code training															

- Sprint 3

STT	Task	Sprint 3														/11/2023
		4	5	6	7	8	9	10	11	12	13	14	15	16	17	
1	Review Meeting															
2	README report															
3	Database design															
4	Weekly Scrum Meeting															
5	Implement Home page (front-end)															
6	Implement Home page (back-end)															
7	Implement Client account pages (front-end)															
8	Implement Client account pages (back-end)															
9	Implement Admin account pages (front-end)															
10	PA2 report															
11	Weekly Report															

- Sprint 4

STT	Task	Sprint 4														/12/2023
		18	19	20	21	22	23	24	25	26	27	28	29	30	1	
1	Review Meeting															
2	README report															
3	Weekly Scrum Meeting															
4	Implement Admin account pages (back-end)															
5	Implement Cart page (front-end)															
6	Implement Cart page (back-end)															
7	Implement Check out page (front-end)															
8	Implement Check out page (back-end)															
9	Implement Searching page (front-end)															
10	PA3 report															
11	Weekly Report															



- Sprint 5

STT	Task	Sprint 5														/12/2023
		2	3	4	5	6	7	8	9	10	11	12	13	14	15	
1	Review Meeting															
2	README report															
3	Weekly Scrum Meeting															
4	Implement Searching page (back-end)															
5	About us + New Release (front-end)															
6	Box chat															
7	About us + New Release (back-end)															
8	Box chat (back-end)															
9	PA4 report															
10	Weekly Report															

- Sprint 6

STT	Task	Sprint 6														/12/2023
		16	17	18	19	20	21	22	23	24	25	26	27	28	29	
1	Review Meeting															
2	README report															
3	Meeting															
4	Testing															
5	PA5 report															
6	Weekly Report															

#### 4.2.2 Releases

Releases	Time	Description
1.0	04/11/2023	UI/UX
1.1	16/12/2023	Complete features
1.2	26/12/2023	Final product (after testing)

#### 4.2.3 Project Schedule

Link Jira to schedule: <https://tinyurl.com/2s8f2kij>

### 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 Requests, and are approved as part of the Configuration Management process.

#### 4.3.2 Reporting and Measurement

None.

#### 4.3.3 Risk Management

Risks will be identified in the Inception Phase using the steps identified in the RUP for Small 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.

<b>Risk Ranking (High, Medium, Low)</b>	<b>Risk Description</b>	<b>Impact</b>	<b>Mitigation Strategy and/or Contingency Plan</b>
High	Lack of knowledge about software making process	Leading to ambiguity in work, not ensuring output quality and potentially missing deadlines.	Find reference materials, instructional videos, and ask teachers if encountering confusing problems.
Medium	There is a change in members	Leading to work interruption, affecting the initially set progress.	Make sure that each job always has at least 2 members so that there is always a member who can grasp the work situation in case the other member has a problem and cannot continue their work.
High	Changing the project requirements	Leading to delays and even failure to meet important deadlines, lack of control over the project and decreased quality of the final outcome.	There is regular interaction and communication between team members and stakeholders. Ensure all initial requirements are thoroughly described, and if someone wants to make some changes, they will have to be thoroughly analyzed and undergo a change approval procedure. Clarifying the consequences of the changes (e.g.: the project will finish later than it's expected, it may require more resources than available, the quality of the outcome will be different, or the project costs will change). If any changes have been approved, it's time to develop a detailed project schedule. At this stage, it's critically important to prioritize tasks Can use scheduling tools and analytical techniques to make handling changes easier.

#### 4.3.4 Configuration Management

Appropriate tools will be selected which provide a database of Change Requests and a controlled versioned repository of project artifacts.

All source code, test scripts, and data files are included in baselines. Documentation related to the source code is also included in the baseline, such as design documentation. All customer deliverable artifacts are included in the final baseline of the iteration, including executables.