
Project Plan Document

for

Bookstore Web-App

Version 1.1, Approved by Tran Dinh Phu

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March 25, 2024

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Revision History

Name	Date	Reason for Changes	Version
Draft #1	2024-03-25	Initial Version	0.1
Version 1.0	2024-03-28	First complete version of the Plan Document	1.0
Version 1.1	2024-03-29	Revised Task Breakdown and add Gantt chart for Project Schedule	1.1

1. Introduction

1.1. Purpose

The Bookstore Web-App Software is a platform designed to facilitate the online buying and selling of books. It provides customers with an intuitive interface to effortlessly browse, search, and purchase books, while offering administrators powerful tools for inventory management, order tracking, and customer engagement. Anticipated users include readers, publishers, and bookstore owners seeking to enhance their online presence. Operating within known constraints and dependencies, the software prioritizes security, privacy, and accessibility, ensuring a seamless and efficient experience for all stakeholders.

1.2. Document Conventions

- Headings: Times New Roman/18 font size/Bold
- Sub Headings: Times New Roman/14-16 font size/Bold

1.3. Intended Audience and Reading Suggestions

This project plan document is intended for a primary audience of our Software Engineering Group Project team members. It serves as a roadmap for our development process and helps ensure everyone is aligned on the project goals, tasks, and timeline.

- Developers
- Project Manager
- Testers
- Content and Documentation Writers

1.4. Project Scope

Bookstore Web-App is an e-commerce platform for purchasing books. It offers a user-friendly interface for browsing, searching, and acquiring a vast collection across diverse genres. The core functionalities are:

- Efficient Shopping: Streamlined user experience for convenient book purchasing.
- Extensive Selection: Access to a wide variety of books from numerous

publishers and authors.

- Comprehensive Management (Admin): CRUD operations (Create, Read, Update, Delete) for book management and order confirmation.
- User Features: Ability to view book details, manage shopping carts, checkout, and receive order confirmations.
- Guest Access: Guest users can browse book details like author, summary, and price.

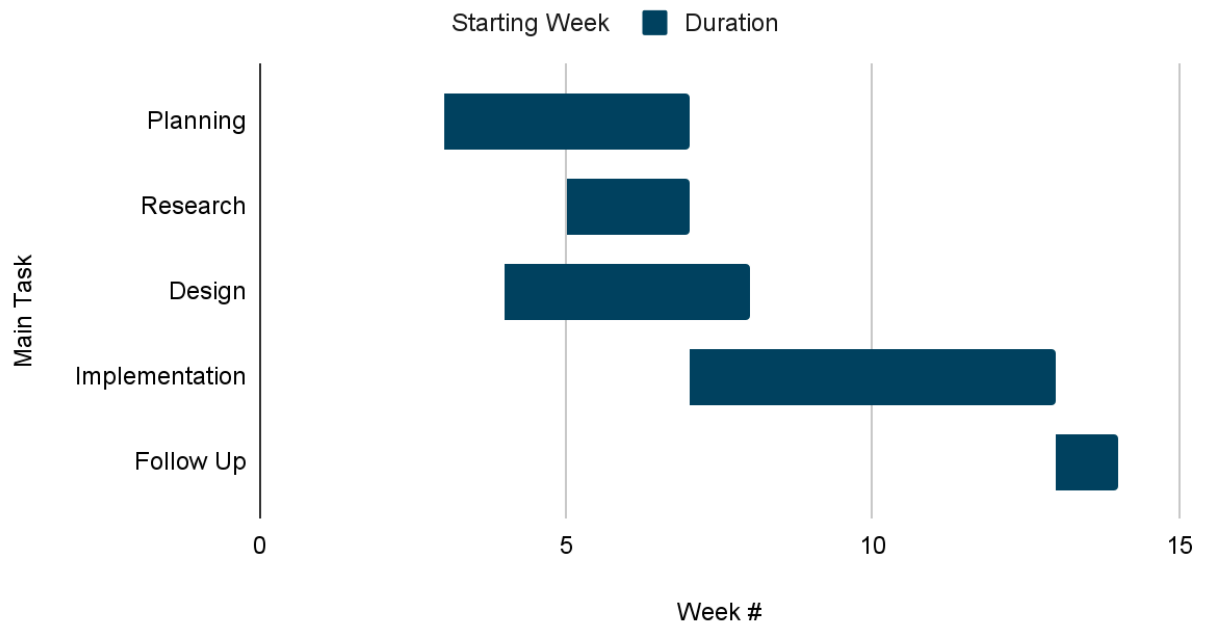
1.5. References

Software Engineering course slides provided by lecturer Dang Duc Hanh.

https://courses.uet.vnu.edu.vn/pluginfile.php/388204/mod_resource/content/0/02-ch2-process.pdf

2. Project Schedule

Bookstore Web-App Project Schedule



3. Resource Allocation

Current Model: Collaborative Ownership

In our current development approach, all resources are considered co-owned by the team. This means everyone is responsible for:

- Obtaining Resources: This could involve researching tools and requesting access to data or systems.
- Managing Resources: Tasks like maintaining documentation and ensuring everyone is aware of any usage guidelines.

Future Considerations:

While co-ownership works well for our current needs, we will revisit this section if the project scope or team size grows. In such scenarios, we might consider assigning specific ownership for certain resources to streamline management.

4. Task Breakdown and Roles

Project Manager/Reviewer: Trần Đình Phú

<i>Main Task</i>	Task Description	Assigned To	Estimated Time (days)
<i>Back-end</i>	Define data model for books, authors, users, etc.	Bồ Quốc Trung	3 - 4
	Implement core functionalities (CRUD) for books and users.	Nguyễn Tiến Đạt	5 - 7
	Integrate user authentication and authorization system.	Bồ Quốc Trung	4 - 7
	Develop shopping cart and basic checkout functionalities (order summary, confirmation)	Nguyễn Tiến Đạt	6 - 8
	Forms for shipping information and payment method, along with (invalid) data error handling	Nguyễn Tiến Đạt, Bồ Quốc Trung	5 - 8
<i>Front-end</i>	Design user interface mockups for key functionalities.	Hoàng Minh Quân	4 - 6

	Develop front-end components using HTML, CSS, and Javascript (if needed).	Đoàn Minh Quân, Hoàng Minh Quân	9 - 14
	Integrate front-end with Django backend using templates and API calls.	Đoàn Minh Quân, Hoàng Minh Quân	3 - 6
<i>Deployment & Testing</i>	Set up a development environment and install dependencies.	All	1
	Write unit tests for backend functionalities.	Nguyễn Tiến Đạt, Bò Quốc Trung	3 - 5
	(Manual) functional testing for user interactions.	All	2 - 4
<i>Documentation</i>	Create a user guide for basic functionalities.	All	1 - 2

5. Communication Plan

Meeting schedule:

- Offline Meeting in Thursday afternoon every Week
- Format: Report current progress, help with members' struggles and discuss and resolve uncertainties

Communication tools:

- Facebook Messenger (Main, casual)
- GitHub (via Issues, Pull Requests or Projects page)

6. Review and Approval

Approval from:

- Project Manager (Trần Đình Phú)

Means of approval:

- GitHub
 - Pull requests (contributions, code review)
 - Issues (fixes, feature requests)
- Casual discussion