Project Plan

Scope of the Project

The Bus Ticketing System project encompasses the following key features and functionalities:

- User Registration and Authentication
- Bus and Route Management
- Ticket Booking and Reservation
- User Profiles

Timeline (1-Week Prototype):**

1. **Project Setup and Backend Development (Days 1-2):**
   - Define project scope and requirements.
   - Implement backend functionalities for user registration, authentication, and basic bus management.
2. **Frontend Development and Integration (Days 3-4):**
   - Design and implement basic user interfaces for passenger interactions.
   - Integrate frontend and backend components for seamless interactions.
3. **Documentation and Finalization (Days 5-6):**
   - Document the codebase and key functionalities.
   - Prepare for a prototype release.
4. **Deploy and Release (Day 7):**
   - Deploy the prototype for testing and feedback.
   - Set up development environment and version control.

Resources

1. **Development Team:**
   - One Developer (Myself)
2. **Testing:**
   - Manual Testing during development.
3. **Documentation:**
   - I concurrently code and document key functionalities.
4. **External Dependencies:**
   - Minimize external dependencies to expedite development.
   - If necessary, choose lightweight and easily integratable third-party tools or services.

Deployment and Release

1. **Deployment:**
   - Deploy the prototype on a local environment or a lightweight cloud service (e.g., Render).
2. **Testing and Feedback:**
   - Conduct additional testing in the deployment environment.

Documentation

1. **Technical Documentation:**
   - High-level architecture overview.
   - Key components and their interactions.
2. **User Guide:**
   - Quick instructions for user registration.
   - Steps for booking a bus ticket.

3. **Deployment Guide:**
   - Basic setup instructions for the development environment.