
Team 16

**Tinder Mini
Software Development Plan**

Version 1.3

Tinder Mini	Version: 1.3
Software Development Plan	Date: 16/11/2022

Revision History

Date	Version	Description	Author
30/10/2022	1.0	Introduction, Overview, Organization	Nguyen Hai Dang
01/11/2022	1.1	Management Process	Nguyen Quang Hien
02/11/2022	1.2	Final Document (Fix errors)	Nguyen Hai Dang, Nguyen Quang Hien
16/11/2022	1.3	Final Document (Fix errors)	Nguyen Hai Dang, Nguyen Quang Hien

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Software Development Plan

1. Introduction

1.1 Purpose

This Software Development Plan will cover the activities to develop Tinder Mini application on Android phone device in stages.

1.2 Scope

This Software Development Plan describes the plan for developing the Tinder Mini application as a CSC13002 subject project – Introduction to Software Engineering.

2. Project Overview

2.1 Project Purpose, Scope, and Objectives

The main goal of the Tinder project is to provide and train team members to follow a generally agreed upon software development process to build software. The second goal is to build a future version of the Tinder Mini app.

2.2 Assumptions and Constraints

Project has a fixed schedule of 12 weeks

Budget: if tools must be used to assist, there may be a fee.

The project has enough 5 members, do not add other members outside.

Members who miss the assigned deadline will have points deducted if there is no valid reason.

The application may be incomplete, or some features may be changed from the original if it is beyond the team's ability to complete.

2.3 Project Deliverables

The following deliverables will be produced during the project:

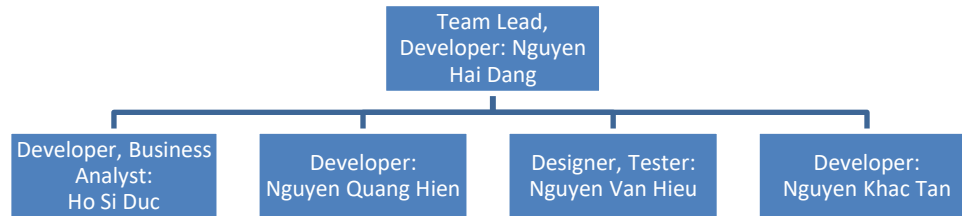
- Software Development Plan (this document)
- Vision Statement
- Revised project plan
- Revised vision document
- Use case document with a revised use case model
- Design document (including UI prototypes, architecture document)
- Test plan
- Weekly reports.
- Revised artifacts submitted in Elaboration
- Test cases
- Source code
- Test report

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- Defects

3. Project Organization

3.1 Organizational Structure



3.2 Roles and Responsibilities

Person	Role	Responsibilities
Nguyen Hai Dang	Team Lead, Project Manager	Login, Logout, Register, Project Manager
Nguyen Quang Hien	Developer	Suggest Paring, Notifications, Reminders
Ho Si Duc	Developer, Business Analyst	Handle Sending & Receiving Text Messages, Image/Audio/Video, Location
Nguyen Van Hieu	Designer, Tester	Design App Interface, Message & matching interface, Entertainments Interface
Nguyen Khac Tan	Developer	Create Profile, edit profile, entertainments

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4. Management Process

4.1 Project Estimates

No.	Functions	Assignments	Estimated Time (h)			Estimated Cost (\$)	
1	Login	Nguyen Hai Dang	40	60	100	30	3000
2	Logout		40	60	100	30	3000
3	Register		40	60	100	30	3000
4	Create Profile	Nguyen Khac Tan	20	30	50	30	1500
5	Edit Profile		20	30	50	30	1500
6	Entertainments (Tarot cards, Horoscopes)		80	120	200	30	6000
7	Design App Interface (Logo, Login, ...)	Nguyen Van Hieu	60	90	150	30	4500
8	Design Message & Matching Interface		60	90	150	30	4500
9	Design Entertainments Interface		60	90	150	30	4500
10	Suggest Pairing	Nguyen Quang Hien	40	60	100	30	3000
11	Reminders		40	60	100	30	3000
12	Notifications		40	60	100	30	3000
13	Handle Sending & Receiving Text	Ho Si Duc	40	60	100	30	3000
14	Handle Sending & Receiving Image/Video/Audio		60	90	150	30	4500
15	Handle Sending & Receiving Location		40	60	100	30	3000
					1700		51000

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4.2 Project Plan

4.2.1 Phase and Iteration Plan

TASK		ASSIGNED TO	PROGRESS	START	END
Nguyen Hai Dang					
Task 1	Login		0%	07-Nov-22	20-Nov-22
Task 2	Logout		0%	21-Nov-22	04-Dec-22
Task 3	Register		0%	05-Dec-22	18-Dec-22
Nguyen Khac Tan					
Task 1	Create Profile		0%	07-Nov-22	13-Nov-22
Task 2	Edit Profile		0%	14-Nov-22	20-Nov-22
Task 3	Entertainments (Tarot cards, Horoscopes, ...)		0%	21-Nov-22	18-Dec-22
Nguyen Van Hieu					
Task 1	Design App Interface (Logo, Login, ...)		0%	07-Nov-22	27-Nov-22
Task 2	Design Message & Matching Interface		0%	28-Nov-22	18-Dec-22
Task 3	Design Entertainments Interface		0%	19-Dec-22	15-Jan-23
Nguyen Quang Hien					
Task 1	Suggest Pairing		0%	21-Nov-22	04-Dec-22
Task 2	Reminders		0%	05-Dec-22	18-Dec-22
Task 3	Notifications		0%	19-Dec-22	03-Jan-23
Ho Si Duc					
Task 1	Handle Sending & Receiving Text		0%	21-Nov-22	04-Dec-22
Task 2	Handle Sending & Receiving Image/Video/Audio		0%	05-Dec-22	25-Dec-22
Task 3	Handle Sending & Receiving Location		0%	26-Dec-22	08-Jan-23

4.2.2 Releases

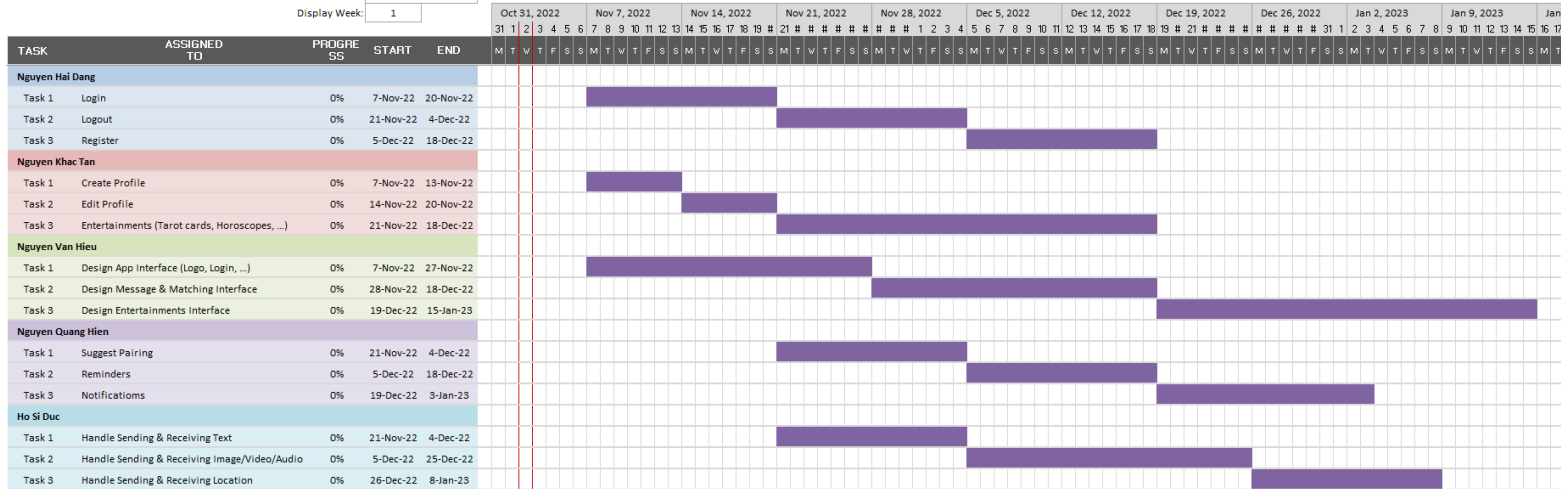
Release	Date	Brief Description
Version 1.0	10-Jan-23	
Version 2.0	17-Jan-23	

4.2.3 Project Schedule

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Tinder Mini
Wednesday Team

Project Start: Tue, 11/1/2022
Today: Wed, 11/2/2022
Display Week: 1



4.3 Project Monitoring and Control

4.3.1 Reporting

Date Meeting	Start Time	End Time	Status Report	Informal chats
24-Oct-22	9:00:00	10:00:00	Report writing progress	
31-Oct-22	9:00:00	10:00:00	Report writing progress, summary	

4.3.2 Risk Management

Probability	Impact	Risk Exposure	Priority	Mitigation Strategy or Contingency Plan
		0		
		0		

4.3.3 Configuration Management

OneDrive: used to manage documents related to the software.

Github: used to store, manage source code, work in groups. Link: [dangcpr/TinderMini: Project of Introduction To Software Engineering - HK1 21/22 - Team 16 \(github.com\)](https://github.com/dangcpr/TinderMini)

Trello: used to manage the time of the project, following the Agile model. Link: [Tinder Mini - NMCNPM \(tindermini\) | Trello](https://trello.com/tindermini)

Messenger: to communicate with group members.

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4.3.4 LINK Excel.Sheet.12 "https://studenthcmusedu-my.sharepoint.com/personal/20120077_student_hcmus_edu_vn/Documents/GranttChart.xlsx!ProjectSchedule!R6C2:R26C6" "" \a