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# Anime Tracker Application

## Project plan

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### Introduction

This project plan outlines the development of an anime tracker application, which will help users keep track of the anime they are watching, see detailed descriptions and receive notifications for new releases. They are able to create an account in order to discover new anime based on their preferences and customize their own profiles.

### Current Situation

Currently, there are only a few anime tracker applications available on the market, but many of them are outdated, lack modern features or have a poor user interface. Our goal is to create an anime tracker application that is up-to-date, easy-to-use and accessible to anyone. The application will be available to the public in the form of a website and the maintainers of the website will have access to a desktop application so they could manage the website more efficiently and quicker.

### Project Goal

The goals of this project include the following:

- ✓ Development of an intuitive and user-friendly interface for the anime tracker application.

- ✓ Implementation of features such as episode tracking, customizable profile, list making, community reviews etc.
- ✓ Delivery of both a website and a desktop application.
- ✓ Wide and continuously changing database to provide accurate and up-to-date information on anime titles, episodes, and details.
- ✓ The website will be available for anonymous use as well as account registration.
- ✓ Testing and bug fixing to ensure the stability and reliability of the application.
- ✓ The project will be divided into five phases: analysis, design, implementation, testing and deployment.

## Deliverables

- URS
- Test plan
- UML class diagram
- ERD diagram
- Activity diagrams
- Desktop application
- Web application
- Database script

## Non-Deliverables

- It won't be delivered any hardware or training as it's not within the scope and the application will be designed to be used without any prior training.
- Based on the short timeframe allocated, it cannot be expected to deliver a fully functional and polished project. The first submission will be the first version and new features will be continuously added during the 18-week period.
- Local storage for the data.
- There aren't going to be any manuals for the application because of the limited timeframe of the project.
- There will be no future maintenance, performance improvements or security updates.

## Constraints

### *Time*

- The 18-week timeline may be too tight for a complex software application.
- The limited timeline can also increase the risk of errors or oversights in the development process, as there may not be enough time for thorough testing, debugging, and refinement.

### *Money*

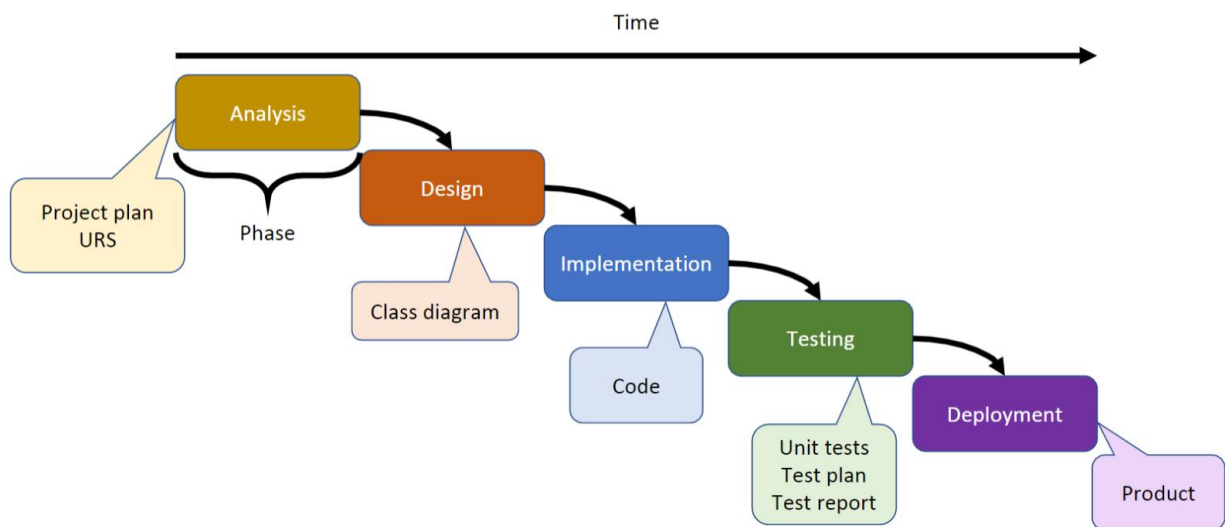
- Budget constraints can impact the quality and functionality of the solution delivered. The budget is limited, so certain features or requirements may need to be scaled back or omitted, potentially reducing the overall value of the solution.
- The limited funds can also impact the resources available to the development team, including the number of developers, quality assurance staff, and equipment.

#### *Software tools*

- The application is developed in C# and will not be compatible with other programming languages.
- The script for the database will be compatible only with MSSQL.
- The website is designed for PC users and it is not adaptable to mobile use.

To overcome these limitations, it's important to have a clear view of the requirements and expectations for the project, prioritize the most important features, and allocate adequate resources and budget to ensure the delivery of a high-quality solution within the given timeframe.

## Phasing



### Phase 1: Analysis

- Activities:
  - Activity 1.1: Ideation document
    - Description: Creation of an explanatory document about the idea of the project
    - Estimated time: 5 hours
  - Activity 1.2: Project Plan
    - Description: Creation of the project plan for the 18-week period
    - Estimated time: 12 hours
  - Activity 1.3: User requirements specifications
    - Description: Creation the URS
    - Estimated time: 3 days

- Deliverables:
  - Deliverable 1.1: Ideation document
  - Deliverable 1.2: Project Plan
  - Deliverable 1.3: URS

## Phase 2: Design

- Activities:
  - Activity 1.1: Logo creation
    - Description: Creation of a representative logo for the anime tracker
    - Estimated time: 2 hours
  - Activity 1.2: UML class diagram
    - Description: Creation of the structure of the classes for the application
    - Estimated time: 20 hours
  - Activity 1.3: Wireframes and prototype
    - Description: Design the first look of the application
    - Estimated time: 12 hours
  - Activity 1.4: ERD diagram
    - Description: Design the first look of the database
    - Estimated time: 12 hours
  - Activity 1.5: Activity diagrams
    - Description: Step-by-step diagrams of some algorithms and processes
    - Estimated time: 10 hours
- Deliverables:
  - Deliverable 1.1: Logo
  - Deliverable 1.2: UML class diagram
  - Deliverable 1.3: ERD diagram
  - Deliverable 1.4: Activity diagrams

## Phase 3: Implementation

- Activities:
  - Activity 1.1: Desktop application – Anime management
    - Description: Creation of the management page for the actions related to anime (CRUD functionality, searching and sorting)
    - Estimated time: 6 days
  - Activity 1.2: Desktop application – Login/ Registration
    - Description: Creation of the Login and Registration page
    - Estimated time: 12 hours
  - Activity 1.3: Desktop application – Manga management
    - Description: Creation of the management page for the actions related to manga (CRUD functionality, searching and sorting)
    - Estimated time: 5 days
  - Activity 1.4: Desktop application – Character management
    - Description: Creation of the management page for the actions related to manga (CRUD functionality, searching and sorting)

- Estimated time: 5 days
- Activity 1.5: Desktop application – Account management
  - Description: Creation of the management page for the actions related to all accounts (CRUD functionality and searching)
  - Estimated time: 5 days
- Activity 1.6: Web application – General design
  - Description: Creation of the general layout of the website
  - Estimated time: 4 days
- Activity 1.7: Web application – Login/ Registration
  - Description: Creation of the Login and Registration page
  - Estimated time: 2 days
- Activity 1.8: Web application – Landing page
  - Description: Creation of the general layout and content for the landing page
  - Estimated time: 4 days
- Activity 1.9: Web application – Anime pages
  - Description: Creation of the general layout and content for the anime related pages
  - Estimated time: 4 days
- Activity 1.10: Web application – Manga pages
  - Description: Creation of the general layout and content for the manga pages
  - Estimated time: 3 days
- Activity 1.11: Web application – Character page
  - Description: Creation of the general layout and content for the character pages
  - Estimated time: 4 days
- Activity 1.12: Web application – Profile page
  - Description: Creation of the general layout and content for the profile page
  - Estimated time: 4 days
- Activity 1.13: Web application – Profile customization
  - Description: Ability to change and personalize some elements on the profile page
  - Estimated time: 2 days
- Activity 1.14: Web application – For you pages
  - Description: Creation of the general layout and content for the pages designated for the logged in user
  - Estimated time: 4 days
- Activity 1.15: Web application – Community pages (Reviews)
  - Description: Creation of the general layout and content for the community pages
  - Estimated time: 3 days
- Activity 1.16: Web application – Review customization
  - Description: Ability to change some elements from the previously submitted reviews.
  - Estimated time: 2 days
- Activity 1.17: Web application – Details pages

- Description: Creation of the general layout and content for the pages containing details of an anime or manga
  - Estimated time: 4 days
- Activity 1.18: Web&Desktop application: Password reset
  - Description: Ability to reset password when needed.
  - Estimated time: 2 days
- Activity 1.19: Database – Tables and relationships
  - Description: Creation of the tables to store data and the relationships between tables
  - Estimated time: 5 days
- Deliverables:
  - Deliverable 1.1: Desktop application
  - Deliverable 1.2: Web application
  - Deliverable 1.3: Database script

## Phase 4: Testing

- Activities:
  - Activity 1.1: Test plan
    - Description: Creation of the planning for the testing phase
    - Estimated time: 3 days
  - Activity 1.2: Unit tests
    - Description: Creation of unit tests to verify that the application works as intended
    - Estimated time: 2 days
- Deliverables:
  - Deliverable 1.1: Test plan

## Phase 5: Deployment

- Activities:
  - Activity 1.1: Improve UX/UI
    - Description: Addition of visual elements regarding the final version of both the web and desktop applications
    - Estimated time: 5 days
  - Activity 1.2: Project report
    - Description: Documentation of the entire process of creation
    - Estimated time: 12 hours
- Deliverables:
  - Deliverable 1.1: Desktop application (final version)
  - Deliverable 1.2: Web application (final version deployed on luna server)
  - Deliverable 1.3: Database script (final version deployed on hera server)
  - Deliverable 1.4: Project report