GÖTÜR Project

Project Plan

Version 1.0

Prepared By:

MESE Company

Revision History

| **Date** | **Version** | **Description** | **Author** |
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| 04/02/2022 | 1.0 | Draft 1 | MESE TEAM |
| 11/06/2202 | 1.1 | * Add phases to the iteration plan chart. * Add Iteration 5 plan for transition phase. | MESE TEAM |

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GÖTÜR

Project Plan

# Introduction

* 1. **Project Plan Purpose**

The Project Team will determine and outline the processes required to create an e-commerce website that incorporates a variety of business models. These models will be exhibited on our website and throughout our company. We'll look at each business model and see how we can apply it to our website. Each member of the team will conduct extensive e-commerce research in order to identify potential solutions for our new e-business. The Project Team will gain a better understanding of how to start an e-business from the ground up. The following is the model we'll look at: Consumer to Business.

This document covers all of the necessary information to satisfy and begin the platform's development. This document provides a comprehensive summary of the project's progress toward completion, allowing decision makers to approve funding. The stakeholders, sponsors, and senior leadership are the intended audience for this GÖTÜR Project Plan.

* 1. **Project and Product Overview**

This document contains a complete route map of GÖTÜR. By studying this document, stakeholders may keep track of progress and estimate how far the development has progressed and when it will be ready for execution. Each step and development at each level will be defined in this plan. This website will be a web application that can be accessed and utilized from any computer or mobile device. This platform will be made available as a Global Platform, allowing anyone to access it from any location. Everybody can readily register as a buyer. Only GÖTÜR team members will be able to register as sellers on this site.

**1.3 EXECUTIVE SUMMARY OF THE PROJECT**

**1.3.1 Project Goal**

Investigate Business to customer e-commerce model and apply them to the development of a new e-commerce website that is both profitable and successful.

**1.3.2 Goals**

To establish and sustain a high-profit e-commerce that is unique in the Internet business community.

• Allow MESE to sell their items on the internet.

• Compile a list of website requirements.

• Build a website to boost earnings from online sales.

• Develop the website within the budget, time, and resources allotted.

**1.3.3 Objectives**

• Create an e-commerce website where they can sell their stuff.

• Research a variety of e-commerce websites to get ideas and action points for the creating website.

• The project team will investigate the most effective model and design for generating money via online sales.

• With resources, complete the website within estimated budget June 14, 2022.

**1.3.4 Scope**

Create a high-quality e-commerce site within the time, budget, and project parameters established by our Project Team.

**1.3.5 Assumptions**

In today's Internet business world, there are a variety of e-commerce business models to choose from. Within the last five years, the e-commerce industry has grown dramatically.

**1.3.6 Risks**

Identify and investigate any risks associated with launching a new e-business. Identified risks will be given in risk document.

**1.3.7 Costs**

The project's expected or allowed budget must not be exceeded. Website specifications, such as human resources, servers/equipment, advertising, and any other expenses that occur, would be evaluated.

**1.3.8 Methodology**

Weekly project meetings will be held by the project manager. The PM will be in charge of delegating tasks and assigning project responsibilities. Email, phone, and conference calls will be used to communicate with the PM.

# Project organization

Project organization structure is given below:











| Project Team Name | Role And Responsibility | Staff Name |
| --- | --- | --- |
| Project Management Team | MESE Management makes the most important decisions. It is responsible for the company's performance in the marketplace.  - Ensures that the system is maintainable  - Ensures that there will be market demand for the product's features  - Monitors the progress of the project  - Approves the financing  - Ensures effective and efficient use of the final product.  - Analyze trends in consumer spending. | Sıla TAŞCI |
| Development Team | Implements, tests and documents the required software modules to provide the business values.  - Conduce coding activities in respect to requirements.  - Write tests and perform them to comply with quality measures.  - Create documentation on how to run and use the system. | Ege ERGÜNOL  Esad AY |
| Quality Assurance Team | Evaluates and provides feedback on existing product quality.  - Create quality metrics and guidelines  - Perform audits for the existing artifacts regarding to guidelines  - Prepares review reports to form feedback mechanisms. | Mert ZORLU  Sıla TAŞCI |
| Customer Service  Team | Provide direct service to help customers.  - Know the system's workflow. - Provide consistent help and services to the customer. | Mert ZORLU |
| Test Team |  | Sıla TAŞCI |
| Business Division Team | Encompass accounting, marketing and finance areas.  - Ensure that all daily business activities of the company are related to the e-shop system. - The system should meet all business requirements under all circumstances. | Sıla TAŞCI |
| Ware House Team | This department manages the warehouse and the inventory.  - They should maintain inventory according to demand data. - They also need to process product shipment and product return. | Mert ZORLU |
| Logistic and Operational Management Team | This department is responsible for the timely and complete delivery of the products after the product purchase process.  -Delivery of incoming orders to the customer.  -Informing the customer about the order status through the application | Mert ZORLU |

# Project practices and measurements

In this project, unified process model will be used. The unified process model (or UPM) is a software development approach that is iterative, incremental, architecture-centric, and use-case oriented. In unified process model, the project's scope changes over time as a result of a series of incremental iterations. Each iteration is a mini-project with the purpose of generating a usable product that meets one or more of the product's features. The product is shown to various stakeholders at the end of each iteration, and improvements are made as needed. Each iteration builds on the previous iterations' work and adds new features to the expanding product. This model is selected. Because UPM has three significant advantages for developing new products:

- Integration, verification, and validation of the emerging product on a continuous basis.

- Demonstration of progress on a regular basis raises the possibility that the final product will meet the needs of the customer.

- Detection of flaws and problems at an early stage

Four iteration planned to complete this project. Each iteration will has 4 different phases. They are given below:

Inception: In the waterfall model of software development, the inception phase is analogous to the requirements gathering and analysis stage. In this phase, project team would gather customer needs and assess the project's viability, cost, risks, and profitability.

Elaboration: During this phase, project team will build on the activities you did during the inception phase. This phase's main objectives are to create fully functioning requirements (use-cases) and a thorough architecture to meet those needs. For the customer, project team would also produce a business case document.

Construction: Project team will be developing actual code and implementing the features for each iteration during this phase. The first iteration of the program would be released based on the major use-cases that make up the software system's basic functions.

Transition: Project team will be rolling out the next revisions to customers and correcting defects from prior releases throughout this phase. Project team would also send the customer builds of the program.

In each iteration project team will track progress. The team will be used iteration assessments and iteration burn down reports and also team will collect metrics such as velocity which will show completed work item in each iteration.

# Project milestones and objectives

| **Iteration** | **Primary objectives** (risks and use case scenarios) | **Scheduled start or milestone** | **Target velocity** | **Phase** |
| --- | --- | --- | --- | --- |
| I1 | 1.Prepare initial vision  2.Prepare initial glossary  3.Prepare initial work items list  4.Prepare iteration plan for iterations 1&2  5.Prepare initial project plan  6.Prepare initial risk list  7.Prepare initial system-wide requirements  8.Prepare initial use cases and their model  9.Finalize vision  10.Generalize the infrastructure of the software  11.Research, learn and become adapted tools and technologies for frontend  12.Research, learn and become adapted tools and technologies for backend  13.Research, learn and become adapted tools and technologies for deployment  14.Do a big picture design that integrates backend, frontend and deployment | 22.03.2022 to 05/04/2022 | 14 | Inception |
| I2 | 1.Have the infrastructure of the software ready  Prepare the initial backend infrastructure code that can be deployed on a server and that communicates with the frontend  Prepare the initial frontend infrastructure code that communicates with the backend  2. Update glossary  3. Update work items list  4. Produce iteration plan for iteration 3  5. Update project plan  6. Update risk plan  7. Update system-wide requirements  8.Update use cases and their models  9. Produce initial tools document  10. Produce initial project defined process  11. Produce initial deployment plan  12. Perform Configuration Management (CM) Related Operations (Revision Control/Tagging, Release Notes, Baselines, Deployment etc.)  13. Perform Quality Assurance (QA) Related Operations (Document Reviews, Functional and System Tests etc.)  14. Implementation of product in stock management process  15. Implementation of inventory management process | 05/04/2022 to 26/04/2022 | 15 | Elaboration |
| I3 | 1. Update glossary  2. Update work items list  3. Produce iteration plan for iteration 4  4. Update project plan  5. Update risk list  6. Update system-wide requirements  7. Update use cases and their model  8. Update tools document  9. Update project defined process  10. Update deployment plan  11.Perform Configuration Management (CM) Related Operations (Revision Control/Tagging, Release Notes, Baselines, Deployment etc.)  12. Perform Quality Assurance (QA) Related Operations (Document Reviews, Functional and System Tests etc.)  13. Implementation of order placement and fulfillment processes  14. Implementation of register/log in process  15. Implementation of courier operations  16. Finalize glossary  17. Finalize work items list | 05/04/2022 to 24/05/2022 | 17 | Elaboration |
| I4 | 1. Finalize glossary 2. Finalize work items list 3. Finalize project plan 4. Finalize risk list 5. Finalize system-wide requirements 6. Finalize use cases and their model 7. Finalize architecture notebook 8. Perform Configuration Management (CM) Related Operations (Revision Control, Release Notes, Baselines etc.) 9. Perform Quality Assurance (QA) Related Operations (Document Reviews, Functional and System Tests etc.) 10. Perform a lessons learned session and produce lessons learned document for first major release 11. Implementation of register process      1. Implementation of return order process | 24/05/2022 to 14/06/2022 | 12 | Construction |
| I5 | 1. Perform UAT 2. Implement CI/CD pipelines for prototype deployment 3. Improve future project performance through lessons learned. 4. Apply infrastructure as code approach. 5. Create canary deployment logic for future usage. 6. Extract the web application server logic as docker component 7. Migrate to Elastic Container Service 8. Use load balancer for scaling 9. Create nightly building mechanisms for increasing code quality. | 14/06/2022 to 14/07/2022 | 9 | Transition |

# Deployment

A deployment strategy is a method of updating or changing a program. The goal is to implement the modification with little downtime so that the user doesn't notice any improvements. In this project deployment strategy will be blue-green deployment. A blue-green deployment is the most typical strategy. Users continue to utilize the stable version while the new version (the blue version) is tested and evaluated (the green version). Users are converted to the blue version when they are ready. People can revert to the green version if a problem arises.

# Lessons learned

The documented information that reflects both the positive and bad aspects of a project is known as lessons learned. They symbolize the organization's commitment to project management excellence, as well as the project manager's opportunity to learn from others' real-world experiences.

In this project lessons learned process will be doing in 5 different phases. They are given below:

1. Identify Lessons Learned

The first step in the lessons learned process is to look for comments and suggestions that could be useful in future initiatives. Preparing for a lessons learned session and conducting a lessons learned session are the two tasks for identifying lessons learnt.

1. Document Lessons Learned

Lessons learnt should be conveyed to project stakeholders when they have been recorded. Depending on the audience, many sorts of reports can be created. The data collected during the lessons learned session, as well as any extra feedback from participants who were unable to attend, are included in the complete lessons learned report. All participants should be given time to respond to the correctness of the detailed lessons learned report, which should be distributed by the facilitator. Even if they did not attend the lessons learned session, the whole project team should receive a copy of the report once it is completed. The final report should be kept with the rest of the project's paperwork.

1. Analyze lessons learned

The third step in the lessons learned process is to analyze and organize the information so that it may be applied. The team decides what can be done with the lessons acquired at level 1, therefore the analysis is more informal. During organizational meetings, information is shared with other teams. Improvements to project management processes or training requirements are frequently identified as a result of lessons learned recommendations.

1. Store lessons learned

The fourth step in the lessons learnt process is to save the information in a repository. At the first level, organizations do not have a dedicated repository for lessons learned. Documents containing lessons learned are saved with other project documents, usually on a shared drive or in a project library. There is no simple way to retrieve the lessons. To make the lessons learned reports available to other project teams, organizations frequently create a lessons learned folder on the shared drive.

1. Retrieve lessons learned

Retrieve for use on current projects is the fifth step in the lessons learnt process. At level 1, this step is rarely used. Despite the fact that lessons learned reports are maintained on a shared disk, retrieving the right lesson is difficult without the use of a key word search.