Project Objective
Plan Your Dish is an application designed to help people shop efficiently and manage their grocery expenses. The app helps users select daily meals like breakfast, lunch, and dinner. After the user selects the dishes, the app checks the recipe and calculates the amount of groceries needed for the week.

Project Plan
The project will be developed using the MVC architecture. The software development process will follow a minimal version of the Agile Scrum methodology. For this, we will break down tasks into weekly goals and complete them step by step.

Project Tasks

- Front end: The application will have a responsive user interface (UI) to ensure it works well on various devices.
- Back end: The backend will include middleware to calculate the amount of groceries needed and connect the front end to the database.
- Database: A database will be used to store user data, such as preferences, shopping history, and selected dishes.

Agile Methodology
Agile Scrum involves several processes like team meetings (daily scrums), daily stand-ups, backlog refinement, and sprint reviews. Typically, a sprint lasts two weeks, but for this project, we will follow a one-week sprint cycle. During each sprint, developers receive specific tickets to work on, and each ticket includes four key parts: development, developer testing, QA testing, and BA (business analyst) testing.

At the start of the sprint, developers begin working on their tasks. By the second week, developers should have completed the development and developer testing. After that, the code is deployed to the team branch or portal for QA testing. Once QA testing is successful, the code is submitted for BA approval. If everything passes, the code is then merged into the master branch.

At the end of each sprint, the team holds a sprint review meeting to demonstrate the progress made. Additionally, there is a backlog refinement meeting to assess the remaining tasks and identify any issues. This helps ensure that no task is overlooked. Finally, during sprint planning, the team plans the tickets for the upcoming sprint.

In this project, we are using a minimal version of the Agile method. Unlike the usual two-week sprint cycle, our sprints will last one week. This method is effective for managing the development process. By following this system, the team can keep the master branch clean and bug-free, as all testing will be done in the team branch first. It also allows each team member to work on their individual tasks in their own branches, helping maintain a clean codebase.

By applying this Agile approach, we aim to deliver high-quality software efficiently while keeping the process organized and transparent.