ONLINE SHOPPING SYSTEM
Project Plan

1   Introduction

Firstly we planned our online shopping system project and design our pattern for what is work to do. This project will create by 5 workers in our group and all group members have different roles. Along the progress we will discuss about development and extensions in this project.

2   Project organization

We will work with Java Programming Language for backend and use Java Graphical User Interface for frontend to visualize this project. Our project team has 5 members. Some of team members work on visualizing this problem and database designing, other members work on backend and testing source code.

Team Member	Role A	Role B
Baturalp Furkan KARAMUS	Developer	Software Tester
Erim GÜR	Developer	Software Project Manager
Emre COŞKUNÇAY	Developer	Software Architect
Zehra ERSOY	Developer	Software Configuration Manager
Enes Orhan MIZRAK	Developer	Software Analyst

3   Development process and measurements

Mobile applications are an important way to connect with potential customers as well as reach existing customers. For this reason, enterprises that want to expand their business and want to increase their company's reputation, take advantage of mobile applications. Mobile users control their smartphone every 6.5 minutes and spend 2 hours a day on their mobile devices. And customers can reach to app where they want and when they want. Cause for these reasons we pick mobile platform. But in the future, we can implement the system as Web Application using the same database. We chose Android on the mobile platform because of its resources, ease of access and easy to code. In these days, most of the people use Android OS on their mobile. MySQL is the database we think for infrastructure. It's suitable for our project because it's easy to use and relational database. For this project, application's server side will be coded with Php but it's still not certain. As we discussed on vision plan we work on Java for backend process. We may use Java Frameworks such as OpenUP if we change our plan for web side.

4 Project milestones and objectives

Phase	Iteration	Primary objectives (risks and use case scenarios)	Scheduled start or milestone	Target velocity
Del_1	I1	•**Software Vision & Project Plan** **Risk:** The detail of the vision and project plan can cause many changes in progressive stages. **Mitigate Risk:** The vision and project plan must be kept simple to meet expectations and achieve goals.	From: 8/03/2019 To: 15/03/2019	7
Del_2	I2	• **Software Requirements** **Risk:** Estimating the bad requirement causes unexpected situations and increases the cost **Mitigate Risk:** A well-prepared requirement document helps to easily complete goals on estimated dates.	From: 15/03/2019 To: 05/04/2019	21
Del_3 Demo	I3	• **Architectural Notebook & System Test Case Definitions** **Risk:** Failure of group members to agree on architecture and incorrect test cases can lead to a product that cannot satisfy customers. **Mitigate Risk:** Architectural and test cases should be defined according to the requirements of the customers.	From: 05/04/2019 To : 19/04/2019	14
Del_4 Demo	I4	• **Software Design Description & Coding Standard** **Risk:** Choosing an inappropriate development	From : 19/04/2019 To : 10/05/2019	21

		environment and not designing regularly makes the job difficult, increases the cost and time spent. **Mitigate Risk:** The development environment must be competent in the work to be done and coding standards have to be determined.		
Del_5	I5	•**Software Test Report &Presentation** **Risk:** Untested components reduce product quality and cannot determine the current status of the project. **Mitigate Risk:** All components should be tested and documented appropriately, a document containing information about the performed actions (run test cases, detected bugs, spent time etc.) and the results of this performance (failed/passed test cases, the number of bugs and crashes etc.).	From : 10/05/2019 To : 31/05/2019	21
Final	I	Presentation	31/05/2019	

5   Deployment

- The documentation of the project will be as clear as possible.

- The application was designed according to future user requests.

- During the developing stage, all functions will be tested one by one carefully.

- All developing, testing and documenting stages will be tracked by each team member to get ahead possible mistakes.

- Possible advertising sources will be searched.

The product's progress and demo will be displayed on git. Customers can access these resources via GitHub repository projects. Finished software will be available there.

https://github.com/HacettepeUniversityBBM384

6 Lessons learned

The first thing to do in order for a project to proceed correctly is a detailed analysis. It is difficult to correct the problems that may arise in the projects that started without detailed analysis.

The most important thing we will learn throughout the project is teamwork. We can observe and learn how people can continue their projects by sharing their topics and parts. Most of our project members don't familiar with technologies like Android, MySQL etc. It will be a good chance to learn these recent technologies.

It is also important to make a proper distribution of the tasks among the team members along with all these steps and to be in communication at all times. So, the process progresses faster.