Comsats University Islamabad Abbottabad Campus

INTRODUCTION

Group Members:

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Project Name:

* ISHOPHUB

Course Name:

* Software Quality Engineering

Submitted to:

* Mamona Sawati

University:

* Comsats University Islamabad Abbottabad Campus

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Assignment Number:

* Two

DEVELOPMENT PLAN

~: **ISHOP HUB:**~

# **Project Products (Deliverables):**

## Design and Documents:

* + - 1. Mockup UI’s
      2. Database Schema design
      3. Test Plan
      4. System architecture diagram

## Software Products:

1. ISHOP HUB ecommerce App (IOS and Android version)
2. Server-side backend API
3. Admin Dashboard

## Training Tasks

1. Training for users on how to use App.
2. Training the administrator on how to use the App.

# **Project Interface**

## Software interface:

The app will interface with a backend API that is written in Node.js and Express. The API will be responsible for storing and retrieving product data, processing orders, and managing customers.

## Hardware interface:

The app will interface with the device's hardware, such as the camera, GPS, and provide features such as product scanning, location-based recommendations.

## Cooperation and coordination links:

The app will need to cooperate and coordinate with other software and hardware development teams that are working on the same system or project. For example, the app may need to integrate with a payment processing system or a customer relationship management (CRM) system.

# **Project methodology:**

The ISHOP HUB eCommerce App will be developed using the Scrum agile development methodology. Scrum is an iterative and incremental approach to software development that focuses on delivering working software in short, regular cycles.

## Process used:

1. Requirements gathering and analysis:

The team will work with the customer to gather and analyze the requirements for the app. This will involve creating user stories and use cases.

1. Design:

The team will design the architecture of the app and create wireframes and mockups of the UI.

1. Development:

The team will implement the backend API and admin dashboard using Node.js and Express. They will also implement the iOS and Android apps using React Native.

1. Testing:

The team will conduct unit testing, integration testing, system testing, and user acceptance testing to ensure that the app meets the requirements and is ready to be shipped.

1. Deployment:

The team will deploy the app to the app stores.

## Tools / environment needed:

* Development workstations
* Access to the internet
* Access to the app stores
* Testing devices

## Jira (project management tool)

* Git (version control system)
* Android Studio (Android IDE)
* React Native (mobile app development framework)

## Requirements capture and technologies used:

The team will use a variety of techniques to capture the requirements for the app, including user interviews, surveys, and focus groups. They will also use Jira to prioritize and track the requirements.

## Design approaches:

The team will use a user-centered design approach to design the app. This will involve working with users to understand their needs and to create a design that is easy to use and navigate.

## Interface; communications; database….

The app will use a REST API to communicate with the backend server. The database will be used to store product data, order data, and customer data.

## Programming methodology:

The team will use an object-oriented programming methodology to develop the backend API and the mobile apps.

## Testing Approaches:

The team will use a variety of testing approaches, including unit testing, integration testing, system testing, and user acceptance testing.

## Deployment:

The team will use a staged deployment approach. This will involve deploying the app to a development environment first, then to a testing environment, and finally to the production environment.

## Deployment One shot; parallel; incremental…

The team will use an incremental deployment approach. This will involve deploying the app in small increments, rather than deploying the entire app at once. This will allow the team to get feedback from users and to make changes to the app as needed.

# **Software Development standards and Procedures:**

## Coding standards:

The team should agree on a set of coding standards to follow. This will help to ensure that the code is consistent and easy to read and maintain.

* Code review:

The team should implement a code review process. This involves having another developer review the code before it is checked in to the version control system. Code review can help to identify and fix bugs early on.

## Unit testing:

The team should write unit tests for all of the code in the project. Unit tests are small tests that verify the functionality of individual units of code. Unit testing can help to prevent bugs from being introduced into the code.

## Integration testing:

 The team should conduct integration testing to ensure that the different parts of the system work together correctly. Integration testing can be done manually or using automated tools.

## System testing:

 The team should conduct system testing to ensure that the entire system meets the requirements. System testing can be done manually or using automated tools.

## User acceptance testing (UAT):

The team should conduct UAT with users to ensure that the system meets their needs and is easy to use. UAT can be done in person or remotely.

# **Map the Development Process**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Phases | Inputs | Outputs | Activities | Duration | Sequence | Resources |
| Requirements gathering and analysis | Customer requirements | User stories, use cases, requirements specification | Conduct user interviews, surveys, and focus groups. Analyze the requirements to identify the features and functionality of the app. | 2 weeks | 1 | Project manager, business analyst, software developers |
| Design | User stories, use cases, requirements specification | Wireframes, mockups, system architecture diagram, test plan | Design the architecture of the app and create wireframes and mockups of the UI. Develop a test plan to ensure that the app meets the requirements. | 2 weeks | 2 | Project manager, UI/UX designer, software developers |
| Development | Wireframes, mockups, system architecture diagram, test plan | Backend API, mobile apps, database, documentation | Implement the backend API and admin dashboard using Node.js and Express. Implement the iOS and Android apps using React Native. Migrate the database to production. Write documentation for the app. | 8 weeks | 3 | Project manager, software developers |
| Testing | Backend API, mobile apps, database, test plan | Test results, deployment plan | Conduct unit testing, integration testing, system testing, and user acceptance testing to ensure that the app meets the requirements and is ready to be shipped. | 4 weeks | 4 | Project manager, QA engineers, users |
| Deployment | Backend API, mobile apps, database, deployment plan | Deployed app | Deploy the app to the app stores. | 2 weeks | 5 | Project manager, software developers |

# **Project Staff Organization**

|  |  |  |
| --- | --- | --- |
| Milestones | Completion Time | Project Product |
| Requirement Gathering and analysis | 2 weeks | User stories, use cases, requirements specification |
| Desing | 2 weeks | mockups, system architecture diagram, test plan |
| Development | 8 weeks | Backend API, mobile apps, database, documentation |
| Testing | 4 weeks | Test results, deployment plan |
| Deployment | 2 weeks | Deployed app |

# **Project Staff Organization**

## Organizational structure:

The project team will be organized as follows:

1. Project manager: Responsible for the overall planning, execution, and monitoring of the project.
2. Business analyst: Responsible for gathering and analyzing the requirements for the app.
3. Software developers: Responsible for developing the backend API and the mobile apps.
4. QA engineers: Responsible for testing the app to ensure that it meets the requirements.
5. UI/UX designer: Responsible for designing the user interface and user experience of the app.

## Professional requirements:

The project team will need to have the following professional skills and experience:

1. Project manager: Experience in managing software development projects.
2. Business analyst: Experience in gathering and analyzing requirements.
3. Software developers: Experience in developing Node.js, Express, React Native, and CSS.
4. QA engineers: Experience in testing mobile apps.
5. UI/UX designer: Experience in designing user interfaces and user experiences.

## Number of Team Members Required for Each Period of Time:

|  |  |
| --- | --- |
| Phase | Number of Team Members |
| Requirement and analysis | 2 |
| Design | 2 |
| Development | 2 |
| Testing | 2 |
| Deployment | 2 |

## Name of Team Leader and Team Members:

Team Leader: BASIT IQBAL

Other Members: Fatima Aftab

# **Development Facilities:**

|  |  |  |
| --- | --- | --- |
| Facilities | Specific Items | Period |
| Hardware | 1. Development Workstation, 2. Testing Devices | Throughout the Project |
| Software | 1. Jira (project management tool) 2. Git (version control system) 3. Android Studio (Android IDE) 4. React Native (mobile app development framework) | Throughout the Project |
| Development Tools | 1. Code Editor (i.e., Vs Code) 2. Debugger, 3. Test Runner. | Throughout the Project |
| Office Space | Where they can work together and communicate effectively | Throughout the Project |
| Other Facilities | 1. White board 2. Marker 3. Sticky Notes 4. Paper 5. Printer | May vary time to time |

# **Development Risks**

**Risk 01:** Technical challenges in implementing the app

**Risk management action:** Have a team of experienced developers and QA engineers.

**Risk 02:** Changes in the requirements

**Risk management action:** Have a clear and well-defined change management process.

**Risk 03:** Delays in development

**Risk management action:** Have a realistic project schedule and identify and mitigate potential risks early.

# **Control Methods:**

* Regular status meetings with the project team.
* Use of Jira to track progress and identify issues early.
* Use of continuous integration and continuous delivery (CI/CD) to automate the build, test, and deployment process.

# **Project Cost Estimate:**

The cost of developing the ISHOP HUB eCommerce App will vary depending on the size and complexity of the app, the experience of the development team, and the location of the development team. However, as a rough estimate, the cost of developing the app could range from $100,000 to $500,000.

Development Plan approver’s Signature: