

Project Plan

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1. Introduction:

This project plan outlines the development of an auction management platform aimed at facilitating online auctions for a variety of goods and services. The platform will allow users to host and participate in auctions, manage bids, and process transactions smoothly. This plan describes the objectives, scope, and key milestones of the project.

2. Deliverables of the Project:

- Fully functional auction platform with user registration, bidding, and transaction management features.
- Administrative interface for managing auctions, users, and content.
- Payment gateway integration for seamless transactions.
- Mobile-responsive design for optimal performance on all devices.

3. Process Model:

We will use a **Waterfall process model** for this project due to its simplicity and suitability for smaller projects. The project will be broken down into distinct phases: requirements gathering, design, implementation, testing, and final presentation.

4. Organization Of Project:

The project will be organized into roles:

- **Project Leader:** Responsible for overall coordination and task assignment.

- **Developers:** Responsible for coding both the frontend and backend of the auction platform.
- **Tester:** Ensures that the website works as expected, identifying bugs and issues.
- **Documentation Specialist:** Responsible for preparing reports and project documentation.

5. Standards , Guidelines, Procedures:

- **Coding Standards:** Use clear naming conventions and comments in the code.
- **Version Control:** Use GitHub for code collaboration.
- **Security Considerations:** Implement basic user authentication for passwords.
- **Testing Procedures:** Basic manual testing for functionality such as user registration and bidding.

6. Management Activities:

- Regular team meetings to discuss progress and issues.
- Task division among team members based on skills and workload.
- Weekly progress reports to ensure project stays on track.
- Final review session before submission to ensure all deliverables are met.

7. Risks:

- **Time constraints:** With limited time for the project, meeting deadlines is a challenge.
- **Technical complexity:** Implementing features such as real-time bidding and payment integration may be challenging at the college level.

- **Learning curve:** The team may need to learn new technologies to develop the platform.

8. **Staffing:**

2 members in total:

- working on both frontend and backend.
- testing.
- Documentation.

9. **Methods and Techniques:**

- **Development Methodology:** Waterfall model with defined project phases.
- **Backend:** Python.
- **Frontend:** HTML, CSS, and basic JavaScript.
- **Database:** MySQL for data storage.
- **Testing:** Manual testing of user flows such as registration, auction creation, and bidding.

10. **Quality Criteria/Assurance:**

- **Performance:** The platform should handle a small number of users.
- **Usability:** The website should be easy to navigate and user-friendly.
- **Security:** Basic security measures.
- **Functionality:** Core functionalities like user registration, auction creation, and bidding should work smoothly.

11. **Work Packages:**

- **WP1:** Frontend design (homepage, auction pages).
- **WP2:** Backend development (user registration, auction management).
- **WP3:** Basic payment integration for demonstration.
- **WP4:** Testing and bug fixing.
- **WP5:** Final documentation and presentation preparation.

12. Resources:

- Personal laptops for coding.
- Open-source development tools (VSCode).
- Free database hosting (MySQL).

13. Budget and Schedule:

- **Budget:** The project will require minimal budget as most of the tools used will be free or open-source.
- **Schedule:** The project will take 2-3 months, with each phase lasting 2-3 weeks.

14. Change Control Process:

- Any changes in scope will be discussed with the team and documented.
- Changes will be made based on priority, feasibility, and time constraints.
- VSCode will be used to manage changes to the code.

15. Delivery means:

The final platform will be deployed on a free hosting service such as Heroku or Firebase. The project will be delivered as a live demo along with a report explaining the system and its components.

