Hu$hBidz

Project Overview

This project aims to build a system for running an auction at a school or church activity.

The auction system will be for managing a live event, not running an online auction like e-bay. It aims to replace paper voting with a mobile phone system so that people can know what they've spent so far and will also help tally the results at the end of the night. The system will support both a silent auction and a live auction and be capable of running on a PC (for an administrator) and iOS and Android mobile devices.

Team Organization

With a mere four team members, we adopt an egalitarian social organization which is stratified perhaps only implicitly over time through merit and cumulative social respect. Any team member may put forth proposals and new ideas, and decisions are made via consensus. The division of labor is agreed upon from each according to their willingness and technical abilities. Initial impressions suggest that we are a relatively ego-less lot, but our organization is not rigid and may adapt to accommodate collective action difficulties as they arise.

Software Development Process

The development will be broken up into five phases. Each phase will be a little like a Sprint in an Agile method and a little like an iteration in a Spiral process. Specifically, each phase will be like a Sprint, in that work to be done will be organized into small tasks, placed into a "backlog", and prioritized. Then, using on time-box scheduling, the team will decide which tasks the phase (Sprint) will address. The team will use a Scrum Board to keep track of tasks in the backlog, those that will be part of the current Sprint, those in progress, and those that are done.

Each phase will also be a little like an iteration in a Spiral process, in that each phase will include some risk analysis and that any development activity (requirements capture, analysis, design, implementation, etc.) can be done during any phase. Early phases will focus on understanding (requirements capture and analysis) and subsequent phases will focus on design and implementation. Each phase will include a retrospective.

Phase	Iteration
1.	Phase 1 - Requirements Capture
2.	Phase 2 - Analysis, Architectural, UI, and DB Design
3	Phase 3 - Implementation, and Unit Testing
4	Phase 4 - More Implementation and Testing

We will use Unified Modeling Language (UML) to document user goals, structural concepts, component interactions, and behaviors.

Communication policies, procedures, and tools

Our team is to communicate via Telegram for day-to-day purposes, and via individually-scheduled video conferences or in-person meetings when they are decided to be needed or beneficial. Team members may communicate at any hour on any day of the week but with the general expectation of limiting most communication to reasonable waking hours on weekdays and Saturdays. Members wishing to not be disturbed during certain hours are free to utilize Telegram's "Mute" features and notification configuration to control disturbances.

Configuration Management

See the README.md in the Git repository.