



**ROCKET SPORTS  
CENTER**

**Rocket Sports Reservation System**

# **Project Plan**

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Project Plan	Date: 29/02/2020

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## Revision History

<b>Date</b>	<b>Author(s)</b>	<b>Changes</b>	<b>Version</b>
29/Feb/2020	Didem Çetin Deniz Çoker Gülşah Kırtıloğlu	Initial version	1.0

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# 1 Introduction

Doing sports and being a member of a sports center is getting more and more popular these days. Sports centers are offering many services to get more customers like yoga and pilates lessons, personal trainer or basketball, tennis and golf courts. Having a system for a sports center that helps to collect the reservations for the classes, trainers and the courts are becoming more crucial.

Rocket Sports Center Reservation System is an online reservation management system for sports centers and offering solutions for managing the sports center.

This Project Plan is aiming to describe the high-level project plan. In this plan organization of the project, practices, and measurements that will be applied, milestones and objectives, deployment methods and lessons learned will be stated.

# 2 Project organization

The project organization is given in detail with the responsibilities of the team members:

Name	Description	Responsibilities
<b>Project Manager</b> Didem Çetin	<p>The Project Manager leads the planning of the project, coordinates interactions with the stakeholders, and keeps the project team focused on meeting the project objectives.</p> <p>The project manager has a PMP certificate and 7 years of experience in project management in IT Projects.</p>	<p>Asses results</p> <p>Plan projects and iterations</p> <p>Manage iterations</p> <p>Track progress</p> <p>Track and mitigate risks</p>

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<b>Analyst</b> Serçin Üstündağ Gülşah Kırtıloğlu Deniz Çoker	Analyst represents the customer and end-user concerns by gathering input from stakeholders to understand the problem to be solved and by capturing and setting priorities for requirements.  The analysts has min 5 years experience in a Business Analyst role in IT Projects.	Gather detailed System-wide requirements  Prepare detailed use-case scenarios  Develop technical vision  Identify and outline requirements
<b>Developer</b> Gülşah Kırtıloğlu	The Developer carries out development activities of part of the system, including designing it to fit into the architecture, possibly prototyping of the user interface, and then implementing, unit-testing and integrating the components that are part of the solution.  The developer has a Software Engineering BS degree and moderate knowledge about Java. She has 3 years of development experience.	Design the solution  Develop a backout plan  Implement developer tests  Implement solution  Install and validate infrastructure  Integrate and create the build  Package the release  Review and conform to release controls  Run developer tests
<b>Architect</b> Deniz Çoker	The Architect defines the software architecture, which includes making the key technical decisions that constrain the overall design and implementation of the system.	Envision the architecture  Refine the architecture

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	The architect has a Software Engineering BS degree and has 5 years of architecture experience.	
<b>QA Team</b> Didem Çetin Serçin Üstündağ Gülşah Kırtıloğlu Deniz Çoker	QA team is the team that evaluates the quality of the project. Also, they carry out the core activities of the test effort. Those activities include identifying, defining, implementing, and conducting the necessary tests, as well as logging the outcomes of the testing and analyzing the results.	Reviewing the project documents Participating in reviews Create test cases Implement tests Run tests

### 3 Project practices and measurements

In this project, an iterative and incremental development approach will be applied. The iterations will be time-boxed and one inception, one elaboration, two construction and one transition phases will be planned.

For each iteration, an iteration plan will be prepared and the work items to be performed in that iteration will be stated in that iteration's plan. Work Items will always be recorded and updated in the Work Items List during the project.

GitHub will be used for the configuration management tool for both documentation and the developed code. The changes that will be done on documentation and code will be reviewed by the QA team members and documented.

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At the beginning of each iteration, an iteration plan will be prepared, and the scope and the goals of that iteration will be defined. Every day, daily scrum meetings will be held by the participation of the development team (Project Manager, Analyst, Developer, and Architect). At the beginning of each week, meetings with the customer (a group that includes Manager of the Rocket Sports Center, a personal trainer and an instructor) will be held for new possible needs and monitoring the progress. After each iteration, a retrospective meeting will be held, and the assessment of that iteration will be done. While closing the current iteration, the next iteration will be planned.

The progress and the success of the iterations and the project will be tracked by collecting and analyzing metrics. The velocity of the iterations (the line of code developed per iteration) and the defect density (defects in unit tests/line of code) will be tracked. The goals of each iteration will be defined at the beginning of the iteration and will be measured at the end of the iteration.

## 4 Project milestones and objectives

Iteration	Primary Objectives	Scheduled Start or Milestone	Velocity %
1	1.Finalize Vision	18.02.2020-03.03.2020	95
	2.Describe all use cases in a brief format		
	3. Prepare Sign-in(UC1), Sign-up(UC2), Manage Schedule(UC6) use cases in a fully dressed format		
	4.Begin preparing Work Items List		
	5.Begin preparing Risk List		
	6.Begin preparing Glossary		
	7. Prepare Project Plan First Version (V1)		
	8. Prepare Iteration 2 Plan		
	9.Begin preparing System-wide requirements		
2	1. Prepare Reserve Personal Trainer (UC8), Cancel Personal Trainer Reservation(UC9) use cases in a fully dressed format.	03.03.2020-24.03.2020	90
	2. Implement use case Sign in(UC1) and Sign up (UC2) use cases, all scenarios		

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	3. Write test case for Sign in (UC1) and Sign up(UC2) use cases		
	4. Prepare Iteration 3 Plan		
	5. Prepare Design and Architecture Notebook		
	6. Update Project Documents		
3	1. Implement use case Manage Schedule(UC6), all scenarios	24.03.2020-14.04.2020	95
	2. Implement use case Reserve Personal Trainer (UC8), all scenarios		
	3. Write test cases for Manage Schedule (UC6) use case		
	4. Write test cases for Reserve Personal Trainer (UC8) use case		
	5. Update Project Documents		
	6. Prepare the Iteration 4 plan		
4	1. Implement Cancel Personal Trainer Reservation(UC9) use case, all scenarios	14.04.2020-05.05.2020	90
	2. Write test cases of Cancel Personal Trainer Reservation(UC9) use case		
	3. Update Project documents		
	4. Mitigate Risks		

## 5 Deployment

Continuous Integration (CI) and continuous deployment will be applied in the project. The developed code will be integrated early and often, and every good build will be deployed to production as the final stage of CI. However, automated deployment and automated tests are not in the scope of this project.

As mentioned in Section 3, GitHub will be used for configuration management for both documentation and the code. The latest versions of released documents and code after reviews are done will be stored in GitHub.

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## 6 Lessons learned

The lessons learned so far are listed below. Lessons learned will be discussed during retrospective meetings and documented.

Context	Lessons Learned
Customer	It is important to be in touch with the customer very often to gather customer needs as early as and as fully as possible.
Team	Having analysts with different backgrounds helps to analyze the whole system more successfully.
Observation	Observing the environment increases the ability to understand the needs.