<BilliardTech>

<RevUStG>
Software Development Plan
Version <1.0>

Revision History

Date	Version	Description	Author
<23/06/2023>	<1.00>	<Create Project Plan>	<Le Tran Hoang Phuc>

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Software Development Plan

1. Introduction

1.1 Purpose

The purpose of this Software Development Plan is to define the development activities in terms of the phases and iterations required for implementing a User Interface for RevUStG.

1.2 Scope

This Software Development Plan describes the overall plan to be used by the team for developing the system for . The details of the individual iterations will be described in the Iteration Plans.

2. Project Overview

2.1 Project Purpose, Scope, and Objectives

The idea is to create a website where game accounts for platforms like Steam and Epic Games can be rented or sold at lower prices. This addresses the demand from users who want to experience new games without paying high retail prices. The platform also allows account owners to monetize their progress by renting or selling their accounts. The website will have a user-friendly interface, secure transactions, and account verification measures. It aims to provide a cost-effective solution for gamers while fostering a trusted community.

2.2 Assumptions and Constraints

- Project has a fixed schedule of 12 weeks
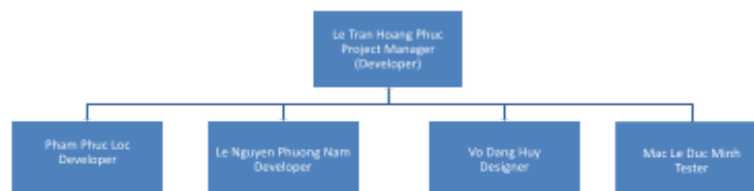- Low-budget project
- Project has 5 people, there will be no more people added during the project

2.3 Project Deliverables

Deliverables for each project phase are identified in the Development Case. Deliverables are delivered towards the end of the iteration, as specified in section 4.2.3 Project Schedule.

3. Project Organization

3.1 Organizational Structure

3.2 Roles and Responsibilities

Lê Trần Hoàng Phúc	Project Manager
Lê Trần Hoàng Phúc	Architecture
Mạc Lê Đức Minh	Tester
Võ Đăng Huy	Designer
Phạm Phúc Lộc, Lê Nguyễn Phương Nam	Developer

4. Management Process

4.1 Project Estimates

The Project will take 4 months

4.2 Project Plan

No	Task	Sprint 1													
		11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	Review sprint														▓
2	Set up workspace			▓	▓										
3	Weekly scrum meeting													▓	
4	PA1											▓	▓	▓	▓

Number	Task	Sprint 2													
		25	26	27	28	29	30	1	2	3	4	5	6	7	8
1	Review sprint													▓	
2	Design Database	▓	▓	▓											
3	Design UI	▓	▓	▓	▓										
4	Weekly scrum meeting			▓					▓						
5	Create Database's Object				▓	▓	▓	▓							
6	Create Login page							▓	▓	▓	▓				
6	Create Register page										▓	▓			
7	PA2										▓	▓	▓	▓	

Number	Task	Sprint 3													
		9	10	11	12	13	14	15	16	17	18	19	20	21	22
1	Review meeting													▓	
2	Create Home page	▓	▓	▓	▓	▓	▓	▓							
3	Create User profile page	▓	▓	▓	▓										
4	Weekly scrum meeting					▓						▓			
5	Create Specific app page									▓	▓	▓			
6	PA3											▓	▓	▓	▓

No	Task	Sprint 4													
		23	24	25	26	27	28	29	30	31	1	2	3	4	5
1	Review meeting													▓	
2	Create Purchase page	▓	▓	▓	▓	▓	▓								
3	Create Category page	▓	▓	▓	▓										
4	Weekly scrum meeting					▓					▓				
5	PA4											▓	▓	▓	▓

No	Task	Sprint 5													
		6	7	8	9	10	11	12	13	14	15	16	17	18	19
1	Review meeting													▓	
3	Create Services	▓	▓	▓	▓	▓	▓								
4	Weekly scrum meeting				▓							▓			
5	Test									▓	▓				
7	PA5											▓	▓	▓	▓

No	Task	Sprint 6													
		6	7	8	9	10	11	12	13	14	15	16	17	18	19
1	Review meeting													▓	
2	Fix Bug	▓	▓	▓	▓	▓									
3	Weekly meeting				▓						▓				
6	Presentation									▓	▓	▓	▓	▓	

4.3 Project Monitoring and Control

4.3.1 Requirements Management

The requirements for this system are captured in the Vision document. Requested changes to requirements are captured in Change Request, and are approved as part of the Configuration Management process.

4.3.2 Risk Management

Risk ID	Risk Description	Probability	Impact	Priority	Mitigation Strategy or Contingency Plan
001	New Management Plan	Medium			

4.3.3 Configuration Management

Appropriate tools will be selected which provide a database of Change Requests and a controlled versioned repository of project artifacts.

All source code, test scripts, and data files are included in baselines. Documentation related to the source code is also included in the baseline, such as documentation. All customer deliverable artifacts are included in the final baseline of the iteration, including executables.