



HACETTEPE UNIVERSITY

BBM384

**SOFTWARE ENGINEERING
LABORATORY**

#DEL 1

Project Plan Document

Patates



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Project Plan	Date: 14/03/2020

Patates Project Plan

1 Introduction

The main purpose of the project plan document is planning and determining our organization clearly and try to develop our online book sales e-commerce application. This document provides a detailed project plan for an online book sales e-commerce application. This document, in which project information is provided, consists of 5 parts;

- 1-) Project organization
- 2-) Development process and measurements
- 3-) Project milestones and objectives
- 4-) Deployment
- 5-) Distribution and lessons learned.

In the project organization part, the names of the team members and in which area they will take part in the project are specified. Development process and measurements part includes information about development processes of project. Project milestones and objects section includes and describes the ways that we'll follow during project development, objectives and milestones with their dates. Deployment section includes deployment processes of our application. Lessons learned section includes explanation of what we've learned while creating a documentation for project.

2 Project organization

Team Member	Software Developer	Software Project Manager	Software Analyst	Software Architect	Software Configuration Manager	Software Tester
İrem Dereli	X	X				
Mehmet Sezer	X			X		
Güney Kırık	X					X
Mehmet Akif Baysal	X				X	
İlkan Akın Erenler	X		X			

3 Development process and measurements

We will be developed our project by using the Agile Methodology. Agile Methodology is flexibility, a state of dynamics adapted to the specific circumstances. Using the Agile method will be very convenient for both us and our customers, Agile will give us more control, better productivity, better quality, higher customer satisfaction and higher return on investment. Communication between members will be done using WhatsApp, storing our codes will be done using Github and software life cycle and milestones will be tracked using Trello.

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4 Project milestones and objectives

Phase	Iteration	Primary Objectives (risks and use case scenarios)	Scheduled start or milestone	Target Velocity
Proposal Phase	I1	- Making Software Vision - Determining Project Plan Risk: <i>Mistakes on the project plan can or software vision cause future problems.</i> Mitigate Risks: <i>Project plan and software vision should be understandable.</i>	Starts: 29/02/2020 Ends: 14/03/2020	5 Hours
Analysis Phase	I2	- Determining Software Requirements Risk: <i>Determining software requirements in the wrong way can cost time.</i> Mitigate Risks: <i>A well-prepared requirement document helps to achieve milestones earlier.</i>	Starts: 14/03/2020 Ends: 28/03/2020	20 Hours
Develop the Software Architecture	I3	- Making Architectural Notebook - Making Risk Management, Configuration/Change Reports - Making Architectural Prototype Risk: <i>Can need complex architecture designs.</i> Mitigate Risks: <i>Should be avoided from creating complex architectural designs.</i>	Starts: 28/03/2020 Ends: 11/04/2020	25 Hours
Software Design	I4	- Making Software Design	Starts: 11/04/2020	25 Hour

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		Document Risk: <i>Performing design process inconsistently can cost time.</i> Mitigate Risks: <i>Development environments must be stable.</i>	Ends: 02/05/2020	
Implementation	I5	- Coding Risk: <i>Writing codes in bad way can cause app work slowly and inefficient.</i> Mitigate Risks: <i>Should write codes most efficient way.</i>	Starts: 11/04/2020 Ends: 02/05/2020	35 Hours
Testing	I6	- Making Software Test Report - Making Test Cases/Test Scripts Risk: <i>The components that are not tested well can cause product quality in bad way.</i> Mitigate Risks: <i>The testing should be applied for all components well.</i>	Starts: 02/05/2020 Ends: 23/05/2020	15 Hours
Deployment	I7	- Final System Delivery - Representation	Starts: 02/05/2020 Ends: 23/05/2020	5 Hours

5 Deployment

Development phases are accomplished by using Git as version control system. The project's codes are available on GitHub platform.

- <https://github.com/HacettepeUniversityBBM384/bbm384-project-spring2020-patates.git> (private repository)

We will use Android technology for our mobile application, and we will export this application in .APK form.

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6 Lessons learned

It is as important as planning the project, creating a road map to follow and researching how the project will be carried out as well as starting the project. Therefore, preparing a plan from the beginning of the project and sticking to it will facilitate the difficulties we'll encounter throughout the project. While developing on the project, we know that going out of the plan and making additions to plan will further disrupt our plans during the project and decrease the quality of the product that will emerge.

On the other hand, we're aware of the importance of teamwork, the impact of team spirit on project success and the importance of sharing work. Since everyone in the project group knows each other well, we also paid attention to making appropriate role distribution according to everyone's abilities.

Also, we learned how to prepare the project life cycle, distribute tasks for the project, find out objectives and scope of a project, create a project vision document, team cooperation and development processes. At this point, we've seen the importance of meeting the needs of the product to be developed.

As a result, it's important to act according to a well-through-out plan and work with a team grouped according to their abilities to produce projects that can achieve their goals.