Project plan

Individual assignment

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Description of the idea:

The idea for my individual assignment is to create a website, which will look like e tennis-club forum where users will be able to leave comments about matches, already uploaded by the admin. This will be the place for discussion and there is going to be a news-page where people will get information about players or matches that will soon be played. There is going to be a page with female players and their characteristics and a one with male ones. The last part will be an online store.

User stories(Backlogs):

1. As a guest user I can:
   1. see the homepage of the website 50 - Estimated: sprint 1
      1. So that they can decide if they want to register
      2. Acceptance criteria: the homepage is visible for everyone
   2. just browse through the website 20 - Estimated: sprint 1
      1. So that can get some tennis entertainment without being a logged-in user
2. As a logged -in user I want:
   1. to easily find the register/login-page 70 - Estimated: sprint 1
      1. So that it will take less time for the register/login-part and more time for using the product
      2. Acceptance criteria: the buttons for register/login are displayed on a visible spot
   2. the website to have an option to login as a user 50 - Estimated: sprint 3
      1. So that I can have an access to the tools of the website, such as the other pages or the online store
   3. to be able to save my data as a user 50 - Estimated: sprint 3
      1. So that I don’t have to register each time I close and open the website
   4. to see my list of orders – previous and current 50 - Estimated: sprint 3
      1. So that I can see what I ordered and what I added to my list
      2. Acceptance criteria: my product list will be displayed
   5. to be able to change the language of the website 80 - Estimated: sprint 6
      1. So that I can understand the website in a different language
3. As a logged -in user I can:
   1. write comments on the news-pages about different matches 70 - Estimated: sprint 4
      1. So that other users can see what my opinion about a certain topic is
      2. Acceptance criteria: the place to leave a comment will be displayed under the topics
   2. check my orders 70 - Estimated: sprint 4
      1. So that I can see what I ordered before
   3. change the list of products in current orders 90 - Estimated: sprint 4
      1. So that I will know what I have in the list so far
      2. Acceptance criteria: The list will be reviewed before the payment
   4. delete or edit my comments 30 - Estimated: sprint 4
      1. So that I will be able to change the comment if I changed my mind or made a spelling mistake
      2. Acceptance criteria: There are going to be buttons for the edit and deleting part next to the comment
   5. contact the service (admin) for help 90 - Estimated: sprint 6
      1. So that I will tell them if there is a problem with my account or my order
      2. Acceptance criteria: The contact-page will provide an opportunity for contacting the service
4. As an admin I want:
   1. to see a table of all people that are currently users of the website. 90 - Estimated: sprint 2
      1. So that I know who is using the website and how much people are registered
      2. Acceptance criteria: There is going to be a separate page only for the admin to see a table with the users
   2. to have the option to modify/approve the change of certain information about a user 100 - Estimated: sprint 2
      1. So that the information about the user will be managed
   3. to be able to upload or delete matches 100 - Estimated: sprint 2
      1. So that the users will be able to watch the latest videos
      2. Acceptance criteria: There will be a different match displayed every week
   4. to see a table of all users’ costs 100 - Estimated: sprint 4
      1. So that I can track the balance
      2. Acceptance criteria: the balance of a logged-in user is displayed to them and calculated for them
   5. to see a table of all users’ orders 80 - Estimated: sprint 4
      1. So that I can be in touch with more and less desired products from the online store
      2. Acceptance criteria: The orders of a logged-in user is displayed to them
   6. send emails as invoices to those users who want to see an invoice 100
      1. So that users may be assured that everything is okay
5. As an admin I can:
   1. add or delete users 100 - Estimated: sprint 2
      1. So that the database won’t be messy
   2. ban users 50
      1. So that there will be no violence on the website
   3. upload videos of matches 100 - Estimated: sprint 3
      1. So that the website will be organized and there will be always updated information for the users.
      2. Acceptance criteria: the matches will be seen in the category for matches on the website and it will be seen by logged-in users only

Planning:

Sprint 1:

* Set up a project
* Finish the project plan
* Connect to the database

Sprint 2:

* Update the project plan
* Create the design for the website
* Frontend connected to the backend
* Front and back end CRUD working

Sprint 3:

* Backend set-up in multiple layers using interfaces and dependency injection – SOLID
* Unit testing
* Authorization/Authentication
* Explanation of the CI and Sonarqube setup

Sprint 4:

* Creating a burn-down chart
* UX feedback report
* Include a diagram of the CI setup to the explanation
* Add DOT framework to backup design decisions
* Add ‘send email functionality’
* Finish the functionalities for products and orders

Sprint 5:

* Implement comment-page

1. Estimation:

The tasks are divided from what I will need in the beginning to the end. There is a place, next to each user story, for an estimation on the scale between 1-100 points, taking into account the importance of each user story. Moreover, next to each task the expected-hours-of-work part is positioned, where I say how much time, approximately, I will be needing to finish a certain one of them.

1. Tasks (as a beginning of the project):
   1. Research what database to use - 1h
   2. Choose and then, create database - 2h
   3. Create authorization - 2h
   4. Create authentication - 2h
   5. Create the design for the website (wireframe) - 4h
   6. Create the design in the app - 3days(72h)
   7. Get opinions about the user-friendly interface - during the whole process of making the project
   8. Read about “Spring boot” – 2h
   9. Decide what framework to use – 1h
   10. Create the staring API – 3h
   11. Create get-requests – 40min
   12. Create update-requests – 1h
   13. Create delete-requests – 1h

Burn-down chart:

User Control:

The interface will allow the user to perceive that they are in control and will allow appropriate control.

Human Limitations:

The interface will not overload the user’s cognitive, visual, auditory, tactile, or motor limits.

Modal Integrity:

The interface will fit individual tasks within whatever modality is being used: auditory, visual, or motor/kinesthetic.

Accommodation:

The interface will fit the way each user group works and thinks.

Linguistic Clarity:

The interface will communicate as efficiently as possible.

Aesthetic Integrity:

The interface will have an attractive and appropriate design.

Simplicity:

The interface will present elements simply.

Predictability:

The interface will behave in a manner such that users can accurately predict what will happen next.

Interpretation:

The interface will make reasonable guesses about what the user is trying to do.

Accuracy:

The interface will be free from errors.

Technical Clarity:

The interface will have the highest possible fidelity.

Flexibility:

The interface will allow the user to adjust the design for custom use.

Fulfillment:

The interface will provide a satisfying user experience.

Cultural Propriety:

The interface will match the user’s social customs and expectations.

Suitable Tempo:

The interface will operate at a tempo suitable to the user.

Consistency:

The interface will be consistent.

User Support:

The interface will provide additional assistance as needed or requested.

Precision:

The interface will allow the users to perform a task exactly.

Forgiveness:

The interface will make actions recoverable.

Responsiveness:

The interface will inform users about the results of their actions and the interface’s status.