**Project Plan**

***Auction House***

*Dimitar Atanasov*

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| --- |
| **Date : 08-09-2023** |
| **Version : Version 0.1** |
| **State : In progress** |
| **Author : Dimitar Atanasov** |

#### Version history

|  |  |  |  |  |
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| **Version** | **Date** | **Author(s)** | **Changes** | **State** |
| Version 0.1 | 08-09-2023 | Dimitar Atanasov | Starting | In progress |
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# Project assignment

## Context

The application is going to be an online auction house and bidding website.

## Goal of the project

Auction houses are great for finding items of great rarity, items that you would not be able to find anywhere else, so having a good website to auction rare collector’s items online removes the hassle of having to hunt for them in person. That is why I am developing this application

## Scope and preconditions

|  |  |
| --- | --- |
| **Inside scope:** | **Outside scope:** |
| 1. Bidding | 1. Payment processing |
| 1. Managing items for bidding |  |

## Strategy

I will use the Agile working strategy, because I am already experienced in that style of working and have found success with it

## End products

1. Project Plan
2. Product backlog
3. Frontend application
4. Backend application
5. Design document
6. Database
7. Test plan

# Project organisation

## Stakeholders and team members

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Abbreviation** | **Role and functions** | **Availability** |
| *Dimitar Atanasov* | *D.A.* | *Developer* | *Monday, Wednesday, Friday, Saturday, Sunday* |
| *Bart Rabeling* | *B.R.* | *Teacher and Guide* | *Monday, Wednesday* |
| *Maja Pesic* | *M.P.* | *Teacher and Guide* | *Wednesday, Friday* |

## 

## Communication

We will have meetings at R10 whenever possible.

# Activities and time plan

## Phases of the project

1. Documentation stage
2. Development stage
3. Handover
4. Evaluation
5. Reflection

## Time plan and milestones

|  |  |  |  |
| --- | --- | --- | --- |
| **Phasing** | **Effort** | **Start date** | **Finish date** |
| 1. Documentation | 5/10 | 04.09.2023 | 17.09.2023 |
| 1. CRUD functionality implementation | 5/10 | 18.09.2023 | 01.10.2023 |
| 1. Bidding implementation | 7/10 | 02.10.2023 | 08.10.2023 |
| 1. User reviews, messages | 6/10 | 09.10.2023 | 22.10.2023 |

# Testing strategy and configuration management

## Testing strategy

I will be using unit tests for my individual components because I am familiar with the use of unit tests during development. Unit tests are very effective for bug fixing and detection.

## Test environment and required resources

Tests will be conducted using IntelliJ Java development platform, making use of test classes. The full app tests will be run from the web interface of the application or via the Postman client.

## Configuration management

I will be organizing my management using GitLab

# Risk

## Risk and mitigation

|  |  |  |
| --- | --- | --- |
| **Risk** | **Prevention activities** | **Mitigation activities** |
| 1. Complex technical requirements or dependencies may lead to delays or roadblocks. |  | Familiarize myself as much as I can with the chosen technologies. Maintain a clear and up-to-date technical documentation. |
| 1. Scope creep |  | Clearly define and document project requirements at the outset. |
| 1. Communication problems with stakeholders | Keep contact and proper meeting scheduling. |  |