Project Timeline for Tickets Tonight App

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Client:
Ticketmaster

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1 Requirements, models, and architecture engineering

Week 3, Oct 20th - Oct 26th

- Discuss with clients to make sure what functional and non-functional requirements. Experience the Ticket Master App to understand better how it works.
- Write a clear requirements documentation, validate requirements.
- build up models and architectures for each modules of the project, prepare development environment that can efficiently coordinate all the developers, properly group developers into team to focus different parts of the jobs.

2 Functionalities implementation

Week 4 - 6, Oct 27th - Nov 2nd

- Design the APIs for searching available tickets nearby
- Implement the function to collect and analyze user's behavior and preference and provide ticket recommendation
- Implement the function to provide the ability to let users buy tickets online
- Implement the function to alert users when ticket price drops
- Support Apple Pay and Passbook in the app to make ticket payment easy
- Integrate functionalities, prepare for demo

3 Unit Testing

Week 7, Nov 3rd - Nov 9th

- For each basic unit of ticket master app, developers should simulate input data for each unit and check if the output matches the expected result.
- Check the functionality of each feature for the ticket master. For example, developers need to test whether the location-based recommendation indeed shows nearby ticket suggestion, or if payment through Apple Pay is successful.

4 Integration and System Testing

<div align="right">**Week 8, Nov 10th - Nov 16th**</div>

- Test the integration of front-end UI with the back-end database and logic processing. Test if the data sent from the back-end fulfills user's request and if the time of processing is within the time limit.

- Integrate all features into one single app. Test if all features can work together.

- Find volunteers to test the app, see if volunteers(customers) can buy a tonight ticket or get nearby recommendation in real-life usage.

5 Operation and Maintenance

<div align="right">**Week 9, Nov 17th - Nov 25th**</div>

- After testing the whole system, developers will release a beat version of the app through Testflight. Developers are expected to collect user's information and feedback to find if there are bugs to be fixed, or any other issues that should be handled.

- Examine users' reviews and enhance the performance of existing features or implement more features if users request.

- Iterate the above process to make the app better and better. Make sure some developers will be in charge of maintaining the system.