

**Development Plan and Timeline:**

To make sure the development of the CheepTix software goes smoothly, we will be following a structured timeline as follows:

- Weeks 1-2: Project Planning, Location Verifications and Resource Requirements
- Weeks 3-4: Project Design and Beginning of Software Development
- Weeks 5-6: User and Employee Registration, Account Info and Login System Integration
- Weeks 7-8: Implementation of Payment System and PearPay Integration
- Weeks 9-10: Location, Theater and Seat Implementation
- Weeks 11-12: Ticket System Implementation and IMDbRT Integration
- Weeks 13-14: Security Implementation and Alpha Testing
- Weeks 15-16: Bug Fixes and Final Testing
- Week 17: Documentation and Beta Testing
- Week 18: Release Software

**Team Member Responsibilities:**

The following tasks will be assigned to team members as follows:

- Project Manager: Oversees that all objectives in the timeline are completed within parameters and that team members are completing their tasks efficiently.
- Business Analyst: Gathers information and scope out the best locations and theaters for Cheeptix and whether it can be verified there. Also verifies if the product is ready for commercial use.
- Engineering Manager: In charge with working with other team members to ensure a safe and working product. Responsible of analyzing any challenges in hardware and figuring out fixes for them.
- Software Architect: In charge of conducting the internal arrangement of the software and work with the Software Developers to perfect the product with optimal technical solutions.
- Software Developers: Responsible of implementing the internal arrangement and systems in the software by working with the Software Architect and in parallel with UI Designers and QA Engineers.

- UI Designers: In charge of the Project Design and UI system of the software. Makes sure the user experience is optimal, easy and convenient to use. Also work in parallel with Engineer and Software Developers.
- QA Engineer: In charge of quality assurance during testing, makes sure to point out any flaws in the system and automate the testing process for software quality.
- Testers: Required to test the software in the Alpha and Beta phase to see if it is ready for commercial use. Provides feedback before the release of the software.