**PROJECT DEVELOPMENT DOCUMENT**

**Course Code: 1DV508**

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1. **Revision History**
2. **General Information**

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| **Project Summary** | |
| **Project Name: Star Collection** | **Project ID: G25111\_v1.0** |
|  |  |
| **Scrum Master: Zarra Osama** | **Main Client: Andersson-Gidlund, Tobias and Hönel Sabastian.** |
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| **Key Stakeholders:**  **Andersson, Jim, Andersson, John, Appiah-Kubi, Donald Nti, Babes, Adrian, Papadopoulos, Nikolaos, Park, Vilhelm, Pasikanti, Nitin, Xu, Qian, Yousif, Jacob, Zarraa, Osama, Andersson-Gidlund, Tobias and Hönel, Sebastian.** | |
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| **Executive Summary:** | |
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1. **Vision**

**This project consists of creating a website store. The basic idea for this website is to sell products online. It will be implemented in a text-based fashion with HTML, CSS, JAVASCRIPT and ANGULAR.**

**The project will have a homepage for users to be able to shop products, it will have and administration for the owner of the website to be able to edit products by adding and removing products and adding information about the product. It will also consist of products where all the products available on the website will be managed.**

**The website will also allow the user to add products to their cart and later in the checkout to pay they can add more or delete products from their cart. The basic idea is same as shopping in a supermarket but in this scenario it will be a digital platform.**

**Reflection on writing a vision statement: Writing a vision statement should. emphasis the goal of the project and summarize what everyone involved in the project should know and aim for. I noticed the content, style and idea behind vision statements in different contexts can vary quite a bit. For this project, we were supposed to write a description of the whole system, but in many other examples. If the goal of the vision statement is to establish a common ground between every team member, then more objective and descriptive text is more useful. But if the goal is to captivate and capture outside interest.**

1. **Project Plan**

**4.1 Introduction**

**4.2 Justification**

**The application is a project in the course 1DV508 (Software Technology) within the computer science department. The application should be made to meet the requirements of the users.**

**4.3 Stakeholders**

**End user – this includes the individuals going to make use of the project’s outcome. This means the developer should meet their requirement by implementing the necessary structured code for better performance and maintainability.**

**4.4 Resources**

**4.5 Hard- and Software Requirements**

**4.6 Overall Project Schedule**

**4.7 Scope, Constraints and Assumptions**

1. **Iterations**

**5.1 Iteration 1**

**5.2 Iteration 2**

**5.3 Iteration 3**

**5.4 Iteration 4**

1. **Risk Analysis**

**6.1 List of risks**

**6.2 Strategies**

1. **Time Log**

**12 hours**

1. **Handing in**
2. **Appendix**