



WINSHOP

Abstract

This is a small project in our university course. The project is about a product that is an e-commerce website, a software product. The duration of this project is in the 1st semester of 2022

WINSHOP

Software Development Plan (Small Project)
Version 1.0

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Revision History

Date	Version	Description	Author
02/11/2022	1.0	The initial project plan of Ecommerce website	Group 05

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Software Development Plan

1. Introduction

The introduction of the Software Development Plan provides an overview of the entire document. It includes the purpose, scope, definitions, acronyms, abbreviations, references, and overview of this Software Development Plan.

1.1 Purpose

The purpose of the *Software Development Plan* is to gather all information necessary to control the project. It describes the approach to the development of the software and is the top-level plan generated and used by managers to direct the development effort.

The following people use the *Software Development Plan*:

- The **project manager** uses it to plan the project schedule and resource needs, and to track progress against the schedule.
- **Project team members** use it to understand what they need to do, when they need to do it, and what other activities they are dependent upon.

1.2 Scope

This *Software Development Plan* describes the overall plan to be used by the Ecommerce project, including deployment of the product. The plans as outlined in this document are based upon the product requirements as defined in the *Vision Document*.

1.3 Overview

This *Software Development Plan* contains the following information:

Project Overview — provides a description of the project's purpose, scope, and objectives. It also defines the deliverables that the project is expected to deliver.

Project Organization — describes the organizational structure of the project team.

2. Project Overview

2.1 Project Purpose, Scope, and Objectives

- **Purpose:**
This project will help people save money and travel time to shop. Then people just need to spend time choosing the right product for their needs.
Besides shopping, the Winshop also ensures diverse preferential prices and dedicated customer care.
- **Scope:**
This project goal is to reach out to everybody, especially young people in Vietnam where with a large buying and selling market. This aims to attract more customers, increase competition while developing better product quality and website performance through customer feedback.

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- **Objectives:**

It's needed to have big companies sponsor to advertise the project to everybody. The more people we reach, the better it will be for the community.

2.2 Assumptions and Constraints

- Project has a fixed schedule of 12 weeks (6 sprints)
- Budget: 0 USD
- Project has 5 members
- Project's development has to be completed by the end of December 2022.

2.3. Project Deliverables

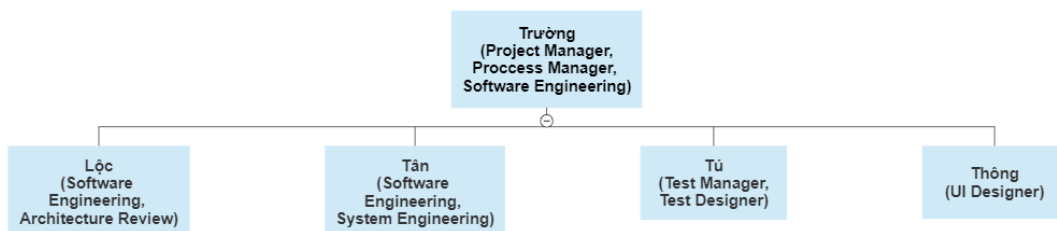
Deliverables for each project phase are identified in the Development Case. Deliverables are delivered towards the end of the iteration.

Deliverables could include:

- Test Cases
- Source Code
- Weekly reports
- Test report
- Revised Artifacts submitted in Elaboration
- Software Architecture
- Use-case
- Software Development Plan
- Vision Document

3. Project Organization

3.1 Organizational Structure



3.2 Roles and Responsibilities

Person	Role
Truong, Project Manager	Responsible for maintaining the project website, assisting the project manager role in planning/scheduling activities, and focusing on the project development process. At the same time, it is also possible to provide support for other roles as needed.

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Lộc, Software Engineering	Focus on developing project functions and Responsible for system technical analysis.
Tân, System Engineering	Responsible for performing the backend design of the web system and reviewing the system's architecture.
Tú, Test Manager	Responsible for software testing, detecting errors, if any, before the product is provided to customers.
Thông, Designer	Responsible for designing the project's interface and logo.

4. Management Process

4.1 Project Estimates

4.2 Project Plan

4.2.1 Phase and Iteration Plan

Phase	Iteration	Description
Inception	Sprint 1 (20/10/2022 – 02/11/2022)	Defines business model, product requirements, software development plan and business cases
Elaboration	Sprint 2 (03/11/2022 – 16/11/2022)	Learning and drawing Use-case Diagram, analysis, and design prototype architecture.
	Sprint 3 (17/11/2022 – 30/11/2022)	Design Database and class Diagram. Implementation and test prototype architecture.
Construction	Sprint 4 (01/12/2022 – 14/12/2022)	Implement UI, functions of website, database.
	Sprint 5 (15/12/2022 – 28/12/2022)	Implement and test use cases, detect and fix errors. Finally, publish Release R1.

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4.2.2 Releases

Release 1 (R1) must contain as a minimum the basic functionality as listed below:

- Admin's functions
- Login
- Register for user
- Authentication for users
- Show out products for website
- Comment and evaluate products
- Order products and checkout

4.2.3 Project Schedule

Phase	Iteration	Tasks	Assignee	Start Date	End Date
Inception	Sprint 1	Writing SDP	Duy Trường	20/10/2022	27/10/2022
		Learning Figma, Design Logo	Gia Thông	20/10/2022	02/11/2022
		Learning Reactjs, Frontend	Duy Tân Xuân Lộc Quang Tú	20/10/2022	02/11/2022
		Learning NodeJs	Duy Trường	20/10/2022	02/11/2022
		Writing vision document, writing weekly report	Duy Trường Gia Thông	27/10/2022	01/11/2022
Elaboration	Sprint 2	Learn Use-case model and specification	Tất cả	03/11/2022	10/11/2022
		Draw Use-case model and Use-case specification	Gia Thông Quang Tú	04/11/2022	12/11/2022
		Use-case specification document	Duy Trường Xuân Lộc	03/11/2022	12/11/2022
		Implement to design UI	Gia Thông	03/11/2022	15/11/2022
		Learning to design database	Duy Tân Duy Trường	03/11/2022	15/11/2022
		Update vision document, project plan	Duy Trường	11/11/2022	15/11/2022

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		Writing weekly report	Gia Thông	12/11/2022	16/11/2022
		Learning NodeJs	Xuân Lộc Duy Tân Quang Tú	03/11/2022	16/11/2022
		Design database	Duy Trường Duy Tân	17/11/2022	30/11/2022
		Learn and design class diagram	Quang Tú Duy Tân	17/11/2022	25/11/2022
		Software Architecture Document (SAD)	Duy Trường Gia Thông	25/11/2022	30/11/2022
		Update use-case specification document	Xuân Lộc	17/11/2022	25/11/2022
	Sprint 3	Writing weekly report	Gia Thông Xuân Lộc	24/11/2022	30/11/2022
		Code UI	Duy Trường Xuân Lộc	01/12/2022	13/12/2022
		Implement functions of project	Duy Trường Xuân Lộc Duy Tân	01/12/2022	13/12/2022
		Fix errors of projects	Duy Tân Quang Tú	08/12/2022	14/12/2022
		Update Software Architecture Document	Gia Thông	01/12/2022	08/12/2022
		Writing weekly report	Gia Thông	08/12/2022	13/12/2022
Construction	Sprint 4	Test case Test plan	Quang Tú	15/12/2022	22/12/2022
		Complete functions of project	Duy Trường Duy Tân Xuân Lộc	15/12/2022	23/12/2022
	Sprint 5				

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		Project Presentation	Tất cả	24/12/2022	27/12/2022
		Writing weekly report	Gia Thông	23/12/2022	27/12/2022
		Publish Release R1		23/12/2022	27/12/2022

4.3 Project Monitoring and Control

4.3.1 Reporting

Our team holds weekly meetings at 2 PM every Thursday. During the meetings, members will discuss tasks done and progress made the preceding week. At the same time, we talk about challenges and difficulties each member confronted and together find a way to solve them. Then We will discuss plans for next week.

4.3.2 Risk Management

Risks will be identified in Inception Phase using the steps identified in the RUP for Small Projects activity “Identify and Assess Risks” Project risk is evaluated at least once per iteration and documented in this table. The risks of the greatest magnitude are listed first in the table.

Risk description	Probability	Impact	Priority	Mitigation Strategy or Contingency Plan
Bringing low performance	7/10	8/10	High	During the analyzing and designing phases, optimizing performance is prioritized
Work progress is not guaranteed.	7/10	8/10	High	All members support each other in work If have a problem, must say it so people can help Everyone needs to work with the spirit of putting the team's goals first.
Asynchrony in the use of tools and technology.	7/10	7/10	Medium	Before developing, it is necessary to agree on technology tools for development
Conflict among group members.	6/10	7/10	Medium	It is necessary to find out carefully, to prevent conflicts from occurring, if they have occurred, they need to be resolved quickly and thoroughly.

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4.3.3 *Configuration Management*

- Slack is a communication tool between members.
- Trello and a tool for tracking working progress.
- Use Google Drive for storing and sharing documents and files.
- Use GitHub for managing source code and related files.