File Manipulator - Project Plan

# Organisation of work

The program develops a 3-person team. The work is based on the Scrum methodology.  
The project manager is Mateusz Okrój (Scrum Sprint Master).  
The other participants are Dariusz Konieczny and Mirosław Szemanski.  
Tasks will be arranged in Sprints that usually last 3 weeks.

Project boards will be stored in a public project in MS Azure DevOps. All the data needed to build the program can be found in the public Git repository.

# Testing

The project was configured using the Azure Pipeline Continuous Integration System (CI/CD). After each change, the program is built in quick mode (Rolling). Before changes to the main branch will be available, you must request code review in the approved change. Full Nigthly building takes place every day and automatic unit tests are performed for the entire project with code coverage verification tests.

Once a task is deployed, the interface will be manually tested using pre-prepared usage scenarios.

During the last Sprints, manual interface tests and a full bug repair will be carried out before the cast date to prepare for the release of the stable version.

Testing will be submitted by all project participants.

# Hardware requirements (minimum)

* X86-based computer (32 or 64 bits)
* MS Windows 7/8/8.1/10 operating system
* Minimum 120GB hard drive (or SSD)
* Minimum resolution screen (1024×768)
* .NET Framework 4.6 (built into Windows 8.1/10)
* Keyboard and mouse or touchpad
* 1 GHz minimum processor
* 1GB RAM

# Further development plans

The software will be made available in its entirety on GitHub for further use and for the creation of separate projects.  
You will also be able to create a mobile version and for Apple Mac OS.