

**TOBB ETU**

**Economy & Technology University**

**BIL 481**

**Agile-ish**

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## 1. Project Overview

## ****Goals****

## The primary goal of this project is to develop a library management system named **“Libman”** for the university library. The system will automate book inventory management as well as the borrowing and returning processes for students and faculty members.

## ****Deliverables****

## As specified in the **PA1\_481.pdf** document, the project deliverables include the **Project Definition**, **Project Plan**, and **Requirements Documents**, followed by a fully functional **web-based software application**.

## ****Stakeholders****

## The stakeholders of the project are the **project team members** (Ahmet, Fatih, Duygu, Kaan), the **course instructor**, the **students and faculty members** who will use the system, and the **library administrator (Admin)** responsible for managing the library operations.

## 2. Organization and Roles

* **Ahmet Taha ÖZCAN:** Project Manager & Backend Developer  
  Responsible for overall project coordination, task distribution, and backend system implementation.
* **Duygu AKMAN:** Requirements Analyst & Frontend/UI Developer  
  Responsible for gathering and documenting requirements, designing user interfaces, and implementing frontend functionality.
* **Mehmet Fatih AKAY:** Lead Developer (Backend & Database)  
  Responsible for leading the development process, ensuring code quality, and handling backend logic and database management.
* **Kaan BEHZETOĞLU:** Designer (UI/UX) & Tester (QA)  
  Responsible for interface design, user experience improvements, and performing testing and quality assurance to ensure a smooth user experience.

## 3. Project Schedule

**Phase 1: Requirements Gathering and Planning**

Collect and analyze system requirements, define project scope, and create a detailed project plan and timeline.

**Phase 2: Design**

Design the system architecture, database schema, and user interface layouts. Prepare UI/UX mockups and ensure consistency between frontend and backend design plans.

**Phase 3: Development**

Implement the core functionalities of the system, including backend logic, database integration, and frontend interface development.

**Phase 4: Testing**

Conduct unit, integration, and user acceptance testing to ensure the system functions correctly, meets requirements, and is free of critical bugs.

**Phase 5: Deployment and Evaluation**

Deploy the completed web application to the designated environment, evaluate system performance, gather user feedback, and make final improvements if necessary.

## 4. Budget and Resources

**Resources**

The project team consists of four members (Ahmet, Fatih, Duygu, and Kaan).  
Software tools include **GitHub**, **PostgreSQL**, **MySQL** and **Python** (or alternatively **Java/Spring Boot**).  
Hardware resources will consist of the team members’ personal computers.

**Budget**

The project primarily relies on open-source and free software tools. Since no additional hardware or license costs are expected, no specific budget has been allocated for this project.

## 5. Risk Management

**Risk:** Time Management Constraint  
(Team members are students and have limited availability.)

**Mitigation:** Hold regular weekly meetings and assign tasks clearly to ensure consistent progress and accountability.

**Risk:** Scope Creep  
(Unplanned feature requests that could extend beyond the defined project scope.)

**Mitigation:** Adhere strictly to the approved project scope document, and subject any proposed changes to an impact analysis before implementation.

## 6. Quality Assurance

Each developed module will be subjected to functional testing by the team member responsible for testing.  
As specified in the **Project Plan.docx** template, quality constraints (e.g., lack of budget, limited time) have been incorporated into the **Risk Management Plan**.

## 7. Appendix

## 8. References

*PA1\_481.pdf*

*Project Definition.docx*

*Software Requirements.docx*

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