**MINISTRY OF EDUCATION AND TRAINING**

**DUY TAN UNIVERSITY**



**RENTING HELPER -**

**A SUPPORT SYSTEM FOR**

**FINDING HOUSE FOR RENT ON ANDROID OS**

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**PROJECT PLAN DOCUMENT**

**TEAM MEMBERS**

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3. **HUA THI THONG - 6419**
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5. **TRAN VAN THANH - 1571**

**Da Nang, Feb-2018**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **PROJECT INFORMATION** | | | | | |  |  |  | |  |
| **Project Acronym** | RH | | | |
| **Project Title** | Renting helper - a support system for finding house for rent on Android OS | | | |
| **Start Date** | 01– Feb – 2018 | **End Date** | 15– Mar – 2018 | |
| **Lead Institution** | Department Of Information Technology, Duy Tan University | | | |
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| **Product Owner & Contact Detail** | Diep D. T. N. NGUYEN  Email: diep.nguyendtngoc@gmail.com  Phone: 0905.517.760 | | | |
| **Partner Organization** | Duy Tan University | | | |
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**DOCUMENT NAME**

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| **1.0** | Diep D. T. N. NGUYEN | 05 – Feb – 2018 | Create document |

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| **Document Approval**  The following signatures are required for approval of this document | | | |
| **Mentor** | Thi S. T. TRINH | **Signature:** |  |
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| **Date:** |  |
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| **Date:** |  |
| Vu N. NGUYEN | **Signature:** |  |
| **Date:** |  |
| Thanh V. TRAN | **Signature:** |  |
| **Date:** |  |
| Thong T. HUA | **Signature:** |  |
| **Date:** |  |

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# INTRODUCTION

## Purpose

This document provides a summary of the project's objectives, division of work, the major milestones, required resources, time and overall schedule and budget allocation used and based on the document proposal to build an expense management application on time, at the request and plan.

## Project overview

Reference to Proposal Document.

## Project deliverable

Project will be implemented for Renting Helper application.

# TEAM ORGANIZATION

## Scrum team information

##### Table 2.1: Scrum Team Organization

|  |  |  |  |
| --- | --- | --- | --- |
| **Full Name** | **Phone** | **Email** | **Position** |
| Hoang L. NGUYEN | 0934.799.890 | luonghoangdn92@gmail.com | Scrum Master |
| Diep D. T. N. NGUYEN | 0905.517.760 | diep.nguyendtngoc@gmail.com | Product Owner |
| Thong T. HUA | 01683.698.807 | huathithong93@gmail.com | Member |
| Thanh V. TRAN | 01647.187.783 | tranvanthanh217@gmail.com | Member |
| Vu N. NGUYEN | 0906.351.761 | nnvu92@gmail.com | Member |

## Role and responsibility

##### Table 2.2: Role and Responsibilities

|  |  |  |
| --- | --- | --- |
| **Role** | **Responsibility** | **Name/Title** |
| Mentor | Guide on the process.  Monitoring all activities of team. | Thi S. T. TRINH |
| Team Members | Estimate time to finish task.  Analyze requirements.  Design and gradually improve the design.  Code and test.  Install and implement functions tests.  Deploy product. | Hoang L. NGUYEN  Diep D. T. N. NGUYEN  Thong T. HUA  Thanh V. TRAN  Vu N. NGUYEN |
| Scrum Master | Define and analyze application.  Assign work for team members.  Control and track team members.  Orientate for team members.  Make sure that the task is completed on time, scope and cost.  Protect the team-work and avoid the troubles.  Provide solutions to solve problems. | Hoang L. NGUYEN |

## Communication methodology

##### Table 2.3: Communication Methodology

|  |  |  |  |
| --- | --- | --- | --- |
| **Audience/ Attendees** | **Topic/ Deliverable** | **Frequency** | **Method** |
| Manager, Mentor and Team member | Project Progress Review | Weekly | Meeting, Email, Trello |
| Product Owner, Manager and Team Leader | Project Progress Review | Weekly | Meeting, Conference Meeting |
| Product Owner, Manager and Team leader | Explicit Requirement | Occasionally | Email, Skype |
| Team Leader and Team Member | Review Project progress and Daily Meeting | Daily | Trello, Email, Facebook |

## Communication and report

##### Table 2.4: Communication and Report

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Type of communication** | **Methods, tools** | **Frequency** | **Information** | **People** |
| **Communication in group** | | | | |
| **Daily Meetings** | Trello, Facebook or email | Everyday | Information about what was done in the last 24 hours, working on plans for today, the difficulties encountered and the solutions required. Meeting duration is about 20-30 minutes. | Project team |
| **Task Planning Meeting** | Meet face to face | 15-20 days | All members in team together to analyze the requirements, functions, work on the sprint going to do, plan and design for the sprint. | Project team, Product Owner |
| **Task Review Meeting** | Meet face to face | 15-20 days | Completed documentation. For each stage, sharing materials, given the strengths and weaknesses for each member, period of tasks and the solution calculated measurement project. | Project team, Product Owner |
| **External communication and reporting** | | | | |
| **Task Management** | Trello | Every day | A web based task tracking system is used for managing or assigning task, reporting bugs/issues. | Project team |

# SCHEDULE AND COST

## Detailed schedule

##### Table 3.1: Detailed Schedule.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Task Name** | **Start** | **Finish** | **Effort** | **Resource Names** |
| **1** | **Initial** | **01-Feb-2018** | **03-Feb-2018** | **3 days** |  |
| 1.1 | Gathering requirement | 01-Feb-2018 | 02-Feb-2018 | 2 days | All members |
| 1.2 | Create Proposal Document | 03-Feb-2018 | 03-Feb-2018 | 1 day | All members |
| **2** | **Start Up** | **04-Feb-2018** | **10-Feb-2018** | **6 days** |  |
| 2.1 | Project Kick-off Meeting | 04-Feb-2018 | 04-Feb-2018 | 1 day | All members |
| 2.2 | Create Document | 05-Feb-2018 | 10-Feb-2018 | 5 days | All members |
| **3** | **Development** | **11-Feb-2018** | **11-Mar-2018** | **140 hours** |  |
| **3.1** | **Sprint 1** | **11-Feb-2018** | **25-Feb-2018** | **70 hours** |  |
| 3.1.1 | Sprint Planning Meeting | 11-Feb-2018 | 11-Feb-2018 | 5 hours | All members |
| 3.1.2 | Create Sprint Backlog | 12-Feb-2018 | 12-Feb-2018 | 5 hours | Hoang |
| 3.1.3 | Create Test Plan document for Sprint 1 | 13-Feb-2018 | 13-Feb-2018 | 5 hours | Thong, Diep |
| **3.1.4** | **Design User Interface** | **14-Feb-2018** | **15-Feb-2018** |  |  |
| 3.1.4.1 | Design user interface of Main application | 14-Feb-2018 | 14-Feb-2018 | 4 hours | Vu |
| 3.1.4.2 | Design user interface of register form | 14-Feb-2018 | 14-Feb-2018 | 3 hour | Thanh |
| 3.1.4.3 | Design user interface of login form | 14-Feb-2018 | 14-Feb-2018 | 2 hour | Thanh |
| 3.1.4.4 | Design user interface of city list | 14-Feb-2018 | 14-Feb-2018 | 1 hour | Vu |
| 3.1.4.5 | Review all interface of Sprint one | 15-Feb-2018 | 15-Feb-2018 | 5 hours | All members |
| **3.1.5** | **Design Test Case** | **16-Feb-2018** | **17-Feb-2018** |  |  |
| 3.1.5.1 | Design test case of Main application | 16-Feb-2018 | 16-Feb-2018 | 4 hours | Diep |
| 3.1.5.2 | Design test case of register form | 16-Feb-2018 | 16-Feb-2018 | 3 hours | Thong |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3.1.5.3 | Design test case of login form | 16-Feb-2018 | 16-Feb-2018 | 2 hours | Thong |
| 3.1.5.4 | Design test case of city list | 16-Feb-2018 | 16-Feb-2018 | 1 hour | Diep |
| 3.1.5.5 | Review all test case of Sprint one | 17-Feb-2018 | 17-Feb-2018 | 5 hours | All members |
| **3.1.6** | **Coding** | **18-Feb-2018** | **20-Feb-2018** |  |  |
| 3.1.6.1 | Design front-end of Main application | 18-Feb-2018 | 18-Feb-2018 | 4 hours | Vu |
| 3.1.6.2 | Code back-end for Main application | 19-Feb-2018 | 19-Feb-2018 | 3 hours | Vu, Hoang |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3.1.6.3 | Design front-end of register form | 18-Feb-2018 | 18-Feb-2018 | 5 hours | Thanh |
| 3.1.6.4 | Code back-end of register form | 19-Feb-2018 | 20-Feb-2018 | 10 hours | Thanh, Hoang |
| 3.1.6.5 | Design front-end of login form | 20-Feb-2018 | 20-Feb-2018 | 1 hours | Vu |
| 3.1.6.6 | Code back-end of login form | 20-Feb-2018 | 20-Feb-2018 | 2 hours | Vu, Hoang |
| 3.1.6.7 | Design front end of city list | 18-Feb-2018 | 18-Feb-2018 | 1 hour | Vu |
| 3.1.6.8 | Design back end of city list | 19-Feb-2018 | 19-Feb-2018 | 2 hours | Vu, Hoang |
| **3.1.7** | **Testing** | **21-Feb-2018** | **22-Feb-2018** |  |  |
| 3.1.7.1 | Test of register form | 21-Feb-2018 | 21-Feb-2018 | 5 hours | Thong |
| 3.1.7.2 | Test of login form | 22-Feb-2018 | 22-Feb-2018 | 5 hours | Thong |
| 3.1.7.3 | Test of main form | 21-Feb-2018 | 21-Feb-2018 | 5 hours | Diep |
| 3.1.7.4 | Test of city list form | 22-Feb-2018 | 22-Feb-2018 | 5 hours | Diep |
| **3.1.8** | **Fix Bugs** | **23-Feb-2018** | **23-Feb-2018** |  |  |
| 3.1.8.1 | Fix bugs of Main application | 23-Feb-2018 | 23-Feb-2018 | 2 hours | Vu |
| 3.1.8.2 | Fix bugs of register form | 23-Feb-2018 | 23-Feb-2018 | 5 hours | Thanh |
| 3.1.8.3 | Fix bugs of login form | 23-Feb-2018 | 23-Feb-2018 | 2 hours | Vu |
| 3.1.8.4 | Fix bugs of city list form | 23-Feb-2018 | 23-Feb-2018 | 1 hour | Vu |
| **3.1.9** | **Re-testing** | **24-Feb-2018** | **24-Feb-2018** |  |  |
| 3.1.9.1 | Re-test of Main application | 24-Feb-2018 | 24-Feb-2018 | 4 hours | Diep |
| 3.1.9.2 | Re-test of register form | 24-Feb-2018 | 24-Feb-2018 | 2 hours | Thong |
| 3.1.9.3 | Re-test of login form | 24-Feb-2018 | 24-Feb-2018 | 2 hours | Thong |
| 3.1.9.4 | Re-test of city list form | 24-Feb-2018 | 24-Feb-2018 | 1 hour | Diep |
| **3.1.10** | **Release Sprint 1:** |  |  |  |  |
| 3.1.10.1 | Sprint 1 Review Meeting | 25-Feb-2018 | 25-Feb-2018 | 2 hours | All members |
| 3.1.10.2 | Sprint 1 Retrospective | 25-Feb-2018 | 25-Feb-2018 | 2 hours | All members |
| **3.2** | **Sprint 2** | **26-Feb-2018** | **11-Mar-2018** | **70 hours** |  |
| 3.2.1 | Sprint Planning Meeting | 26-Feb-2018 | 26-Feb-2018 | 5 hours | All members |
| 3.2.2 | Create Sprint Backlog Document | 27-Feb-2018 | 27-Feb-2018 | 5 hours | Hoang |
| 3.2.3 | Create Test Plan document for Sprint 2 | 27-Feb-2018 | 27-Feb-2018 | 5 hours | Diep |
| **3.2.4** | **Design User Interface** | **28-Feb-2018** | **01-Mar-2018** |  |  |
| 3.2.4.1 | Design user interface of posting renting house form | 28-Feb-2018 | 28-Feb-2018 | 2 hours | Vu |
| 3.2.4.2 | Design user interface of house for rent’s details form | 28-Feb-2018 | 28-Feb-2018 | 2 hours | Vu |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3.2.4.3 | Design user interface of house for rent lists form | 28-Feb-2018 | 28-Feb-2018 | 1 hour | Vu |
| 3.2.4.4 | Design user interface of user information form | 28-Feb-2018 | 28-Feb-2018 | 5 hours | Thanh |
| 3.2.4.5 | Review all interface of Sprint two | 01-Mar-2018 | 01-Mar-2018 | 5 hours | All members |
| **3.2.5** | **Design Test Case** | **02-Mar-2018** | **03-Mar-2018** |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3.2.5.1 | Design test case of posting renting house form | 02-Mar-2018 | 02-Mar-2018 | 3 hours | Thong |
| 3.2.5.2 | Design test case of house for rent lists form | 02-Mar-2018 | 02-Mar-2018 | 3 hours | Diep |
| 3.2.5.3 | Design test case of house for rent’s details form | 02-Mar-2018 | 02-Mar-2018 | 2 hours | Diep |
| 3.2.5.4 | Design test case of user information form | 02-Mar-2018 | 02-Mar-2018 | 2 hours | Thong |
| 3.2.5.5 | Review all test case of Sprint two | 03-Mar-2018 | 03-Mar-2018 | 5 hours | All members |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **3.2.6** | **Coding** | **04-Mar-2018** | **06-Mar-2018** |  |  |
| 3.2.6.1 | Code back-end for Main application | 04-Mar-2018 | 04-Mar-2018 | 2 hours | Vu |
| 3.2.6.2 | Design front-end of house for rent lists form | 04-Mar-2018 | 04-Mar-2018 | 1 hours | Vu |
| 3.2.6.3 | Code back-end of house for rent lists form | 05-Mar-2018 | 05-Mar-2018 | 3 hours | Vu, Hoang |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3.2.6.4 | Design front-end of house for rent’s details form | 04-Mar-2018 | 04-Mar-2018 | 2 hours | Vu |
| 3.2.6.5 | Code back-end of house for rent’s details form | 05-Mar-2018 | 05-Mar-2018 | 2 hours | Vu, Hoang |
| 3.2.6.6 | Design front-end of posting renting house form | 06-Mar-2018 | 06-Mar-2018 | 2 hours | Vu |
| 3.2.6.7 | Code back-end of posting renting house form | 06-Mar-2018 | 06-Mar-2018 | 3 hours | Vu, Hoang |
| 3.2.6.8 | Design front-end of user information form | 04-Mar-2018 | 04-Mar-2018 | 5 hours | Thanh |
| 3.2.6.9 | Code back-end of user information form | 05-Mar-2018 | 06-Mar-2018 | 10 hours | Thanh, Hoang |
| **3.2.7** | **Testing** | **07-Mar-2018** | **07-Mar-2018** |  |  |
| 3.2.7.1 | Test of house for rent lists form | 07-Mar-2018 | 07-Mar-2018 | 2 hours | Thong |
| 3.2.7.2 | Test of house for rent’s details form | 07-Mar-2018 | 07-Mar-2018 | 3 hours | Thong |
| 3.2.7.3 | Test of posting renting house form | 07-Mar-2018 | 07-Mar-2018 | 3 hours | Diep |
| 3.2.7.4 | Test of user information form | 07-Mar-2018 | 07-Mar-2018 | 2 hours | Diep |
| **3.2.8** | **Fix bugs** | **08-Mar-2018** | **08-Mar-2018** |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3.2.8.1 | Fix bugs of house for rent lists form | 08-Mar-2018 | 08-Mar-2018 | 1 hours | Vu |
| 3.2.8.2 | Fix bugs of house for rent’s details form | 08-Mar-2018 | 08-Mar-2018 | 2 hours | Vu |
| 3.2.8.3 | Fix bugs of posting renting house form | 08-Mar-2018 | 08-Mar-2018 | 2 hours | Vu |
| 3.2.8.4 | Fix bugs of user information form | 08-Mar-2018 | 08-Mar-2018 | 5 hours | Thanh |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **3.2.9** | **Re-testing** | **09-Mar-2018** | **10-Mar-2018** |  |  |
| 3.2.9.1 | Re-test of house for rent lists form | 09-Mar-2018 | 09-Mar-2018 | 5 hours | Thong |
| 3.2.9.2 | Re-test of house for rent’s details form | 09-Mar-2018 | 10-Mar-2018 | 10 hours | Diep |
| 3.2.9.3 | Re-test of posting renting house form | 10-Mar-2018 | 10-Mar-2018 | 3 hours | Thong |
| 3.2.9.4 | Re-test of user information form | 10-Mar-2018 | 10-Mar-2018 | 2 hours | Thong |
| **3.2.10** | **Release Sprint 2:** | **11-Mar-2018** | **11-Mar-2018** |  |  |
| 3.2.10.1 | Sprint 2 Review | 11-Mar-2018 | 11-Mar-2018 | 2 hours | All members |
| 3.2.10.2 | Sprint 2 Retrospective | 11-Mar-2018 | 11-Mar-2018 | 3 hours | All members |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **4** | **Project Meeting** | **12-Mar-2018** | **12-Mar-2018** | **5 hours** | All members |
| **5** | **Final release** | **13-Mar-2018** | **14-Mar-2018** | **10 hours** | All members |
| **The total of working hour(s)** | | | | **200 hours** |  |

## Cost

### Cost person/hours

##### Table 3.2: Cost person/hours

|  |  |  |
| --- | --- | --- |
| **Full Name** | **Role** | **Salary Rate (USD/hour)** |
| Hoang L. NGUYEN | Scrum Master | 1 |
| Diep D. T. N. NGUYEN | Product Owner | 1 |
| Thong T. HUA | Team Member | 1 |
| Thanh V. TRAN | Team Member | 1 |
| Vu N. NGUYEN | Team Member | 1 |

### Total cost estimate

##### Table 3.3: Total cost estimate

|  |  |  |  |
| --- | --- | --- | --- |
| **No** | **Criteria** | **Price** | **Total (USD)** |
| 1 | Working hours | 1 | 5 |
| 2 | Gas cost support | 2 | 2 |
| 3 | Lunch cost support | 0 | 0 |
| 4 | PC’s depreciation | 20 | 20 |

##### Table 3.4: Total cost estimate detail

|  |  |  |
| --- | --- | --- |
| **Description** | **Quantity** | **Unit** |
| Members | 5 | Person |
| Working hour per day | 5 | Hours |
| The cost per hour per member | 1 | USD |
| Gas cost support per mount | 1 | USD |
| The duration of the project | 2 | Months |
| Lunch cost support per day | 0 | USD |
| Price of each computer | 600 | USD |
| The lifelong of each computer | 5 | Years |
| The time to use of each computer | 2 | Months |
| The number of working hours | 200 | Hours |

**The explanation for the table**

PC's depreciation = 600/ ([number of members] \* 12(month))\*[project month]

Amount of working hours = [number of members] \* [working's hour per day] \* [total working day]

Amount of gas cost = [number of members]

Amount of lunch cost support = [number of members] \* [total working day]

Amount of PC's depreciation = [number of members**]**

# DEVELOPMENT PROCESS

## Principle and different stages

The SCRUM methodology relies on the incremental development of a software application while maintaining a completely transparent list of upgrade or correction demands to be implemented (backlog). It involves frequent deliveries, usually every four weeks, and the client receives a perfectly operational application that includes more and more features every time. This is why the method relies on iterative developments at a constant rhythm of 2-4 weeks. Upgrades can therefore be more easily integrated than when using a V-cycle.

This method requires four types of meetings:

* Daily meetings: the entire team meets for approximately 15 minutes every day in order to answer the following three questions, usually while standing: what did I do yesterday? What am I going to do today? Is there a cumbersome impediment today?
* Planning meetings: the entire team gathers to decide on the features that will make up the following sprint
* Work review meetings: during this meeting, every member presents what he has done during the sprint. They organize a detraction of the new features or a presentation of the architecture. This is an informal meeting lasting for approximately 2 hours which is attended by the entire team.
* Retrospective meetings: at the end of each sprint, the team analyzes both successful and unsuccessful elements of their activity. During this meeting lasting between 15 and 30 minutes where everyone is invited and speaks on their own behalf, a vote of confidence is organized in order to decide on the improvements to be made.

The advantage of this method consists in reducing the documentation to the minimum in order to gain in productivity. The idea is to write only the minimum documentation which allows to save the history of the decisions taken on the project and to easily perform interventions on the software when it goes into the maintenance phase.



*Figure 1: Scrum Process*

## Agile - Scrum organization



*Figure 2: Scrum team members*

The SCRUM methodology involves the following three main players:

* Product owner: In most projects, the product owner is the leader of the client's project team. He is the one who will define and prioritize the product features and choose the date and content of each sprint based on values (workloads) that the team communicates to him.
* Scrum Master: He is a genuine facilitator on the project as he makes sure that everyone works at their full potential by eliminating impediments and protecting the team from exterior interferences. Moreover, he pays particular attention to the respect of the different SCRUM phases.
* Team: a team is typically made up of 4-10 people and groups together all the IT specialists who are necessary on a project, i.e. an architect, a designer, a developer, a tester etc. The team is self-organizing and remains unchanged during an entire sprint.

## Agile - Scrum advantages

Scrum differs from other development methods through its advantages which turn it into a pragmatic response to product owners' current needs:

Iterative and incremental method: this allows avoiding the tunnel effect, i.e. the fact of seeing the result only at the final delivery, and nothing or almost nothing during the entire development phase, which is so frequent with V-cycle developments.

Maximum adaptability for product and application development: the sequential composition of the sprint content allows adding a modification or a feature which was not initially planned. This is precisely what renders this method agile.

* Participatory method: every team member is asked to express his opinions and can contribute to all the decisions taken on the project. He is therefore more involved and motivated.
* Enhancing communication: by working in the same development room or being connected through different communication means, the team can easily communicate and exchange opinions on the impediments in order to eliminate them as early as possible.
* Maximizing cooperation: daily communication between the client and the team enables them to collaborate more closely.
* Increasing productivity: as it removes certain constraints of the classical methods, such as documentation or exaggerated formalization, SCRUM allows increasing team productivity. By adding to this the qualification of each module which allows determining estimation, everyone can compare their performance to the average team productivity.

# RISKS

##### Table 5.1: Rating for likelihood and seriousness for each risk.

|  |  |  |  |
| --- | --- | --- | --- |
| **RATING FOR LIKELIHOOD AND SERIOUSNESS FOR EACH RISK** | | | |
| **L** | Rated as Low | **E** | Rated as Extreme (Used for Seriousness only) |
| **M** | Rated as Medium | **NA** | Not Assessed |
| **H** | Rated as High |  |  |

##### Table 5.2: Project Risks.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Risk** | **Definition** | **Level** | **Likelihood** | **Mitigation Strategy** |
| Estimate of project planning | The plan may be delayed for the initial estimate of the project. | L | L | Analysis and assessment of the scale.  Subdivision requirements. |
| Requirements | Internal contradictions may exist in the requirement.  Important features may be lack in the formal requirement specifications. | H | H | Confirm with the product owner the requirements before design. |
| Estimated project schedule | Arrange time for work | M | M | Project schedule is updated and evaluated regularly. |
| Programming experience | Programming Languages and technologies. | M | L | Share experience to reduce the research time. |
| Technical processes | The difficulties in new techniques. | L | M | Analyze and evaluate the new techniques to improve the old ones. |
| Network | Block by Limited Bandwidth | H | H | Upgrade transmission line network |
| Time | Project implementation period is too short, so our team cannot complete this project on a short time.  During project implementation, our team to learn and have more work to do, we cannot focus all our time to carry out this project. | H | M | Increase individual personal time working in their stay on the weekends. |
| Project Management | Project management system may not be sufficient to support the requirements of the project. | L | H | Discuss with the group to offer solutions and consistent accuracy. |

# 

# DELIVERABLES

##### Table 6.1: Deliverables.

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Document** | **Deadline** | **File Name** |
| 1 | Proposal Document. |  |  |
| 2 | User Stories Document |  |  |
| 3 | Product Backlog Document. |  |  |
| 4 | Project Plan Document. |  |  |
| 5 | Sprint Backlog Document. |  |  |
| 6 | User Interface Document. |  |  |
| 7 | Test Plan Document. |  |  |
| 8 | Test Case Document. |  |  |