RateMySchool

Project Plan

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1. Project Definition

1.1. Project background

The RateMySchool project aims to create a platform where people can share their experiences and opinions about educational institutions in Bulgaria. The platform will provide valuable insights to newcomers to help them make informed decisions about their education.

1.2. Problem definition

In Bulgaria, there is a lack of a comprehensive platform for sharing experiences and opinions about educational institutions. Current decision-making processes are based

mainly on statistics of final exam results, which do not represent the actual experience of students. There is a need for a platform that provides insightful views to help bridge the gap between expectations and reality.

1.3.   Project goal

The main goal of this project is to develop an administrative and customer system for RateMySchool. The platform will allow clients to write reviews, and give ratings for a set of educational institutions and will also include features for users to search for educational institutions, view ratings and reviews, and filter results based on various criteria.

1.4.   Deliverables

The software project will deliver the following:
- 1.4.1.   Project Plan
- 1.4.2.   User requirement specification (URS) document
- 1.4.3.   Test plan and Test report
- 1.4.4.   Software solution that includes:
  - 1.4.4.1.   Administrative Desktop application
  - 1.4.4.2.   Client/Customer Web application
  - 1.4.4.3.   Unit tests
  - 1.4.4.4.   Database design

2.   Phasing / Planning

2.1.   Research Phase - week 1-2
- 2.1.1.   In Depth analyst and research of the assignment
- 2.1.2.   Delivery of first version of the project plan

2.2.   Iteration 1 - week 3-5
- 2.2.1.   Delivery of Gitlab repository link
- 2.2.2.   Delivery of first version of the URS document
- 2.2.3.   Delivery of first version UML class diagram

2.3.   Iteration 2 - week 6-8
- 2.3.1.   Implementation of database connections in source code
- 2.3.2.   Improvement of documentation based on stakeholder's feedback
- 2.3.3.   Modification in UML and Database diagrams based on most recent version of source code and stakeholder's feedback
- 2.3.4.   Delivery of Visual Studio solution(s) (both desktop and web) including all of the source code

2.4.   Iteration 3 - week 9-11
- 2.4.1.   Modification in source code and documentation based on most recent feedback by stakeholders.
- 2.4.2.   Cleaning up solution(s) source code, to have solid foundation for future features

2.5.   Iteration 4 - week 12-14

2.5.1.   Implementation of Authentication and Authorization in source code

2.5.2.   Unit Testing the solution

2.6.   Iteration 5 - week 15-16

2.6.1.   Presentation with demonstration of the most recent version of the solution

2.6.2.   Deployment of the solution

2.7.   Iteration 6 - week 17-18

2.7.1.   Improvement on solution based on stekholder's feedback

2.7.2.   Implementation of desired additional functionalities

2.7.3.   Deliver final version of solution