



Hacettepe University

Computer Science and Engineering Department

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Course: BBM 487 Software Engineering Lab

Experiment: Vision and Project Plan

Data Due: 07.02.2017

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Project Plan	Date: 07/03/2017

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Project Plan

1 Introduction

This library system covers the project plan. This document contains objectives information about the contents and team members. And the main tasks are mentioned in the project preliminary information and project. There is also a maintenance system in the process environment of the project and in the process of the software.

2 Project organization

Our team consists of three members: Ahmet Oruç, İhsan Özoğur and Samet Kuşeli.

Ahmet is our manager, he responsible for work distribution and communication with customers

Samet is our developer, he responsible for coding according to determined system process

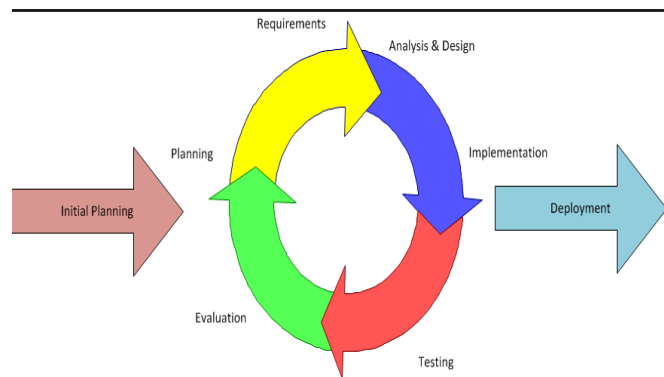
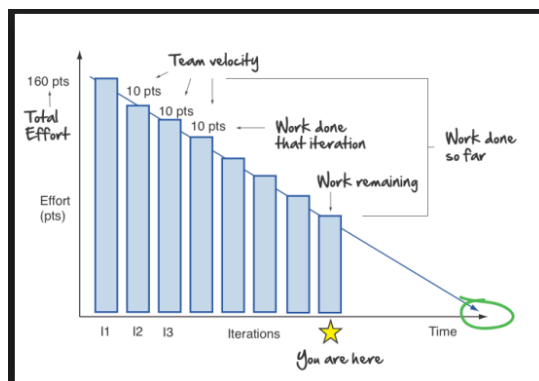
İhsan Özoğur is analyzer and designer, İhsan Özoğur responsible for analyze/comprehend the customer's need and wants according to this create a design

Introduction of project is done above

3 Project practices and measurements

We decide to use iterative development model in our project(we put the representation of model below) and for this(iterative development) we will use iteration burndown(we put it's chart below again) to help identify events during the iteration or problems with estimation during planning.

Finally we decide to consider "progress by time period" for tracking because we need to track more closely to be certain that we stay on schedule or on budget



4 Project milestones and objectives

Iteration	Primary objectives (risks and use case scenarios)	Scheduled start or milestone	Target velocity
I1	Making project plan and role assignment	28.02.2017 /06.03.2017	7 day

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I2	Specifying system requirements	07.03.2017/13.03.2017	7 day
I3	Specifying use case of program	14.03.2017/20.03.2017	7 day
I4	Making Library System Application's design	21.03.2017/03.04.2017	14 day
I5	Coding Library System Application with main parts	04.04.2017/24.04.2017	20 day
I6	Coding Library System Application with rest of parts, debugging and system testing	25.04.2017/15.05.2017	20 day

5 Deployment

After the release of Library System Application, will setup required system computers then representing the program users.

In this system, we will use interactive development environment. System may include a syntax-directed editor, graphical tools for program entry, and integrated support for compiling and running the program and relating compilation errors back to the source.

6 Lessons learned

- In this development process, communication is important to making jobs cooperative
- Every member of team must be aware of all jobs
- To make it better, everyone tell in their minds
- All decisions must be accepted all member of team
- When someone has problem, other team member turn to help
- When a change decision are make, it must be documented.