

Project plan

1. Chalmers bookstore project

When attending courses at Chalmers, you tend to need books. These books are expensive and mostly useful only under the course of the course. At this moment the authors of this document have at least 10 books at home, collecting dust. These could be useful to other students who are now taking the courses connected to those particular books. Wouldn't it be swell if we could find those students and sell them our old books for a lower price than it would cost them to buy new once, preferably with minimum work effort?

The solution for the problem described above is a simple application for smartphones where students can gather to sell and buy used books needed at courses given at Chalmers (and possibly other Universities). Users can register books for sale and other users can search and find these books. The unique selling point compared to existing sites like blocket or tradera is the niche market. When buying from our application you know that the seller is close by and that you can set up a meeting to get the book the same day.

The application should enable searching the market for books on sale on different attributes such as author, book title and course.

A possible add on functionality would be to have synchronization with a ISBN-database, so that the users can add a book and by filling in the ISBN-number, the information regarding title, author, and version fills in automatically. Another future feature could be a integration with the bookstore at Chalmers, Cremona. In this way, users of the application can see and compare prices of new books.

The biggest deliverable in this project is the functionality of adding a book to a market which is instantly viewable for every user of the application.

1.1 Why a bookstore

The main reason for this application is the real use and need for the service among students. The application will have

specific value for the student organizations handling old-books-sales at Chalmers.

2. Motivation of license

Since we may be using code that is copylefted in the project and the fact that we are using Github for version control, we believe that a GPLv3 license is appropriate for our project. We support all four requirements for free software. We also want to impose similar requirements on those who use our software and therefore chooses not to use the licence LGPL.

3. Requirements and stakeholders

There are several stakeholders for our application.

- Students (buyers and sellers called ST)
- Student organizations (called SNI)
- Book stores (Cremona in particular)
- Teachers
- Developers (called DEV)
- Testers
- Beta-testers
- Supervisors
- Maintenance
- Server-side supplier

We aim to sell our product to student organisations and therefore view them as our most important stakeholder along with, of course, the actual users of the application. Most of our requirements will be connected to them. Since we develop towards users we anticipate that a lot of test cases will be needed.

We have already been in contact with the student study organization at Industrial Engineering and Management and we have got some requirements from this stakeholder. We have also talked to some students at Chalmers regarding the application in order to get some actual requirements from real stakeholders.

4. Responsibility and organization

The project team consists of Emil, Rikard, Filip and Oscar. Responsibilities among these persons will be switched during the

working process, in order to enable every user to learn as much as possible.

In order to make this project effective and agile, the methodology Scrum is going to be used for the software development project. The project team are also using Scrum in order to practice and learn more about the methodology. Due to this educative part, the project team might switch some roles/characters during the process. Scrum is an iterative and incremental agile software development method for managing software projects and product or application development (Wikipedia, 2012).

5. Timetable and milestones

This project stretches from 12/3 to 18/5. The project mainly consists of two phases: a planning process and a development process. The planning process includes deciding project details such as functionality of the application, project goals and writing requirements. The development process is about code writing, implementation and develop the application.

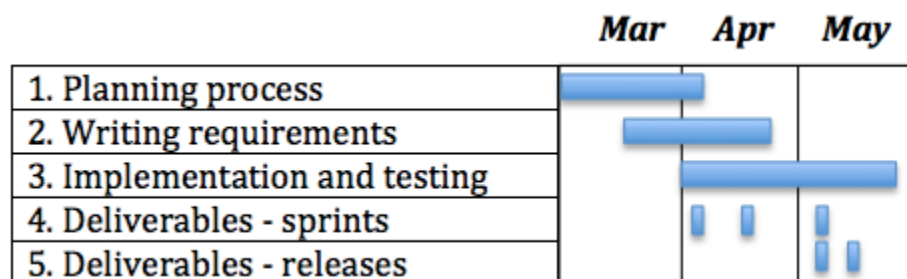


Figure 1 - Gantt-schedule

The gantt-schedule (figure 1) shows the project plan in brief. A release is made after a finished sprint.