|  |  |  |  |
| --- | --- | --- | --- |
| Project ID | #990109901099 | Date | 09/12/2021 |
| Project Name | Fowler Website | | |
| Project Objectives | To complete a web app that allows users to purchase an item and log that purchase information. | | |
| Product Scope Definition | A video game website that has games for purchase, as well as content related to gaming. The site would include things like a shopping cart with purchasing capabilities, a catalog with all games in database and the ability to alter games in database | | |
| Product Requirements | -Link a database –use MVC architecture –Client Deliverable –Good UX  -5-8 database tables –lookup collection –transactional data –allow editing through the website | | |
| Project Boundaries | Site will include a shopping cart, product page, and informational pages. | | |
| Project Deliverables | A completed website that will offer users the ability to purchase intangible goods and keeps a log of those transactions. | | |
| Product Acceptance Criteria | -Deliverable website  -User Friendly  -Allows users to purchase products | | |
| Project Constraints | -Lack of knowledge with MVC framework  -Time constraint with other classes and trying to learn the framework | | |
| Project Assumptions | Weekly Time Commitments: 8 hours  Prior knowledge: Working knowledge of OOP concepts and SOLID principles. Basic understanding of MVC architecture. Weekly meetings to discuss the product. | | |
| Initial Project Organization | Casey Adams: Project Manager  Michael Voorhies: Business Logic Tier  Anthony Ganster: Presentation/User Interface Tier  Dominic Perrine: Data Tier | | |
| Schedule Milestones | Sprint 1: Create MVC application with multiple views, models, and controllers.  Sprint 2: Create CRUD operations for database functionality. Create reports to summarize transaction Data.  Sprint 3: Implement filter searching.  Sprint 4: Build sorting functionality  Sprint 5: Deliver a polished website. | | |
| Technology Plan | IDE: Visual Studio 2019  APIs: (nothing currently)  Version Control: Bitbucket  Architecture: MVC  Project Management: Jira | | |
| Approval Requirements | Bug free application that allows users to purchase and download content and logs transaction data for the owner. | | |

**PROJECT SCOPE**

|  |  |  |  |
| --- | --- | --- | --- |
| **Project ID** |  | **Date** |  |
| **Project Name** |  | | |
| **Project Objectives** | Describe what your application allows users to do | | |
| **Product Scope Definition** | List the technologies and expectations of the project to determine the size of it | | |
| **Project Requirements** | List the functionality required of the application for the product owner to accept it | | |
| **Project Boundaries** | Identifies generally what is included within the project. It also states explicitly what is excluded from the project, if a stakeholder might assume that a particular product, service, or result could be a component of the project. | | |
| **Project Deliverables** | List the products you will deliver to the client | | |
| **Product Acceptance Criteria** | List the functionality required of the application for the product owner to accept it | | |
| **Project Constraints** | List stumbling blocks you might run into (funding, time constraints, lack of knowledge, etc.) | | |
| **Project Assumptions** | List any assumptions of the team and/or project (weekly time commitments, prior knowledge, meetings with product owner, etc.) | | |
| **Initial Project Organization** | List the team members and their roles and product owner | | |
| **Schedule Milestones** | List tasks you expect to complete by the end of each of the five sprints | | |
| **Technology Plan** | Describe the technology (programs, APIs, version control, etc.) to be used | | |
| **Approval Requirements** | List the things needed to be accomplished for the product owner to accept the application | | |