

CineClick
Software Development Plan (Small Project)
Version 1.0

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Revision History

Date	Version	Description	Author
28/10/23	1.0	Initial draft of the Software Development Plan.	Group01

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Software Development Plan (Small Project)

1. Introduction

The introduction of the **Software Development Plan** provides an overview of the entire document. It includes the purpose, scope, definitions, acronyms, abbreviations, references, and overview of this **Software Development Plan**.

1.1 Purpose

The purpose of the *Software Development Plan* is to gather all information necessary to control the project. It describes the approach to the development of the software and is the top-level plan generated and used by managers to direct the development effort.

The following people use the *Software Development Plan*:

- The **project manager** uses it to plan the project schedule and resource needs, and to track progress against the schedule.
- **Project team members** use it to understand what they need to do, when they need to do it, and what other activities they are dependent upon.

1.2 Scope

This *Software Development Plan* describes the overall plan to be used by the **CineClick** project, including deployment of the product. The details of the individual iterations will be described in the Iteration Plans. The plans as outlined in this document are based upon the product requirements as defined in the *Vision Document*.

1.3 Overview

This *Software Development Plan* contains the following information:

Project Overview — provides a description of the project's purpose, scope, and objectives. It also defines the deliverables that the project is expected to deliver.

Project Organization — describes the organizational structure of the project team.

2. Project Overview

2.1 Project Purpose, Scope, and Objectives

Due to the growing popularity of movies, younger audiences increasingly opt to explore various websites for their **film-viewing** needs **instead of** going to **traditional theaters**. This shift is driven by the convenience of choosing movie genres and flexible viewing times. As a result, our goal is to develop a project that caters to a broad spectrum of people, ensuring their satisfaction.

The project aims to develop a streaming platform under the brand name "**CineClick**" that provides an alternative to existing services like **Netflix**. The primary motivation behind this project is to offer a user-centric, content-rich, and cost-effective platform for streaming a wide range of movies and TV shows.

"**CineClick**" will cater to users looking for diverse content and a seamless streaming experience.

2.2 Assumptions and Constraints

Assumptions

- Content Licensing: assume that the project has the necessary licensing agreements in place to distribute movies.
- Market: There is a substantial user base interested in streaming content and this product can help them.
- High-Speed Internet Access: assume that the target users have reliable high-speed internet access

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to stream content seamlessly.

Constraint

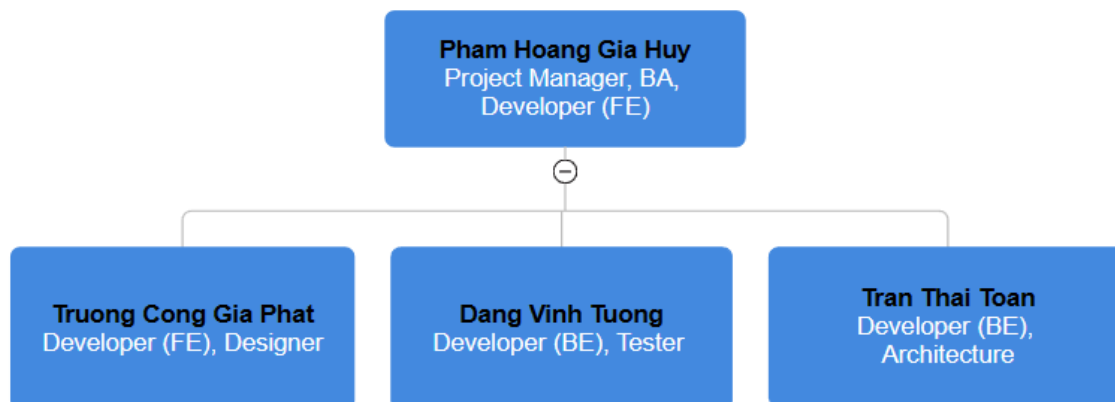
- Content Production Costs: the cost of producing or acquiring original content.
- Copyright and Legal Constraints: adhere to copyright laws and legal constraints.
- Development Resources: this project is time-constrained, with duration of 6 sprints and involves a development team of 4 members.
- Bandwidth: this project offers a medium-sized bandwidth to deliver high-definition content to a large user base.

2.3 Project Deliverables

Deliverables for each project phase are identified in the Development Case. Deliverables are delivered towards the end of the interaction, as specified in section 4.2.4 Project Schedule.

3. Project Organization

3.1 Organizational Structure



3.2 Roles and Responsibilities

Person	Role
Pham Hoang Gia Huy	Project Manager, BA, Developer (Front-end)
Truong Cong Gia Phat	Developer (Front-end)), Designer
Dang Vinh Tuong	Developer (Back-end), Tester
Tran Thai Toan	Developer (Back-end), Architecture

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4. Management Process

4.1 Project Estimates

4.2 Project Plan

4.2.1 Phase Plan

Inception: Sprint 1

- Start: 21/10/2023
- End: 04/11/2023

Task

- Research and Write Software Development Plan, Vision Document.
- Find the programming languages, frameworks needed for this project.

Expectation

- Output first version of Software Development Plan and Vision Document.
- Identify the programming languages and frameworks that will be used for this project

	Task	Start	Days Needed	21	22	23	24	25	26	27	28	29	30	31	01	02	03	04
1	Planning Meeting	21/10/2023	1															
2	Review Meeting	04/11/2023	1															
3	Weekly Meeting	25/10/2023	1															
4	Write Software Development Plan	26/10/2023	3															
5	Write first version of Vision Document.	26/10/2023	3															
6	Find the programming languages, frameworks needed for this project	22/10/2023	13															

Elaboration: Sprint 2, 3

- Start: 4/11/2003
- End: 2/12/2003
- Task
 - Revise the vision document to make it more detailed and address the issues based on the TA's feedback.
 - Create a Use-case Model and Use-case Specification Document.
 - Revised the Use-case Model and Use-case Document based on TA's feedback in PA02.
 - Create Software Architecture Document (SAD).
 - Define Software Architecture using Class diagrams.
 - Learn the basic concepts of tools used for projects (identified in PA01).
- Expectations
 - Output SAD, Use-case Model and UC Document, Class diagrams of System.
 - Acquire a fundamental understanding of movie website functionality, web interface creation, and backend API utilization.

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				Sprint 2														Sprint 3														
	Task	Start	Days Needed	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	01	02
1	Planning Meeting	04/11/2023	1																													
2	Review Meeting	17/11/2023	1																													
3	Weekly Meeting	25/10/2023	1																													
4	Create a Use-Case Model	05/11/2023	3																													
5	Create Use-case Document	08/11/2023	3																													
6	Planning Meeting	18/11/2023	1																													
7	Review Meeting	02/12/2023	1																													
8	Weekly Meeting	25/11/2023	1																													
9	Create Software Architecture Document	19/11/2023	3																													
10	Define Software Architecture using Class diagram	21/11/2023	3																													
11	Revised Use-Case model and UC Document	19/11/2023	2																													
12	Training in JavaScript, ReactJS, and one BackEnd framework	04/11/2023	12																													

Construction: Sprint 4,5

- Start: 2/12/2023
- End: 30/12/2023
- Task
 - Revised the Software Architectural Document.
 - Sketch the user interface using Figma.
 - Prepare a test plan
 - Design and execute test cases
 - Write test result
 - Implement user authentication.
 - Implement Home page, Auth page.
 - Add the movie viewing feature to the project
 - Release the first version of the project.
- Expectations
 - Sketch the user interface (Home page, Auth Page)
 - Create test plans, design and execute test cases for the system.
 - Released first version of project.
 - Finished key features.

				Sprint 4														Sprint 5														
	Task	Start	Days Needed	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	Planning Meeting	02/12/2023	1																													
2	Review Meeting	15/12/2023	1																													
3	Weekly Meeting	10/12/2023	1																													
4	Revised the Software Architectural Document.	03/12/2023	3																													
5	Sketch the user interface using Figma	06/12/2023	5																													
6	Planning Meeting	16/12/2023	1																													
7	Review Meeting	30/12/2023	1																													
8	Weekly Meeting	23/12/2023	1																													
9	Write a test plan	17/12/2023	3																													
10	Design and execute test cases	20/12/2023	3																													
11	Write test result	23/12/2023	3																													
12	Release the first version of the project.	30/12/2023	1																													
13	Implement movie viewing feature	03/12/2023	21																													
14	Implement Home page, Auth page	03/12/2023	21																													
15	Implement user authentication	19/12/2023	11																													

Transition: Sprint 6

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- Start: 30/12/2023
- End: 13/01/2023
- Task
 - Project presentation.
 - Final Submission.
- Expectation:
 - Finalize the source code and artifacts for last submission.
 - Prepare slides for the project Q&A session.

Task	Start	Days Needed	30	31	01	02	03	04	05	06	07	08	09	10	11	12
1 Planning Meeting	30/12/2023	1														
2 Final Submission	12/01/2024	1														
3 Prepare slides for presentation	02/01/2024	3														

4.2.2 Releases

Our project will have 2 releases

- The first version will be released at the end of Sprint 5
- The final version will be released at the end of Sprint 6.

4.3 Project Monitoring and Control

4.3.1 Requirements Management

The requirements for this system are captured in the Vision document. Requested changes to requirements are captured in Change Requests, and are approved as part of the Configuration Management process.

4.3.2 Reporting and Measurement

4.3.3 Risk Management

Risks will be identified in the Inception Phase using the steps identified in the RUP for Small Projects activity “Identify and Assess Risks”. Project risk is evaluated at least once per iteration and documented in this table. The risks of the greatest magnitude are listed first in the table.

Risk Ranking (High, Medium, Low)	Risk Description and Impact	Mitigation Strategy and/or Contingency Plan
Medium	The departure of team members can disrupt project progress and knowledge transfer.	Set up meetings where team members can learn more about each other’s work.
Medium	Not having a complete understanding of the software development process can lead to delays.	Read all the requests that the TA has published on Google Drive of course.
Medium	Complex technical problems or unfamiliar technologies can result in project delays.	Create Training task that team members can learn about technical need for project
High	A critical bug occurred when the team was about to release the project.	Quickly assess the situation and hold a team meeting to gather support for the fastest solution Meet with the TA to gather some solutions.

4.3.4 Configuration Management