
<Smoker Gang>

<DiamondHand.Store>
Software Development Plan
Version **<1.0>**

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Revision History

Date	Version	Description	Author
23/10/2023	1.0	Initial Introduction & Overview	Bùi Vũ Thế Minh
25/10/2023	1.1	Project Organization & Management Project	Nguyễn Xuân Quang Minh
28/10/2023	1.2	Complete Management Project	Bùi Vũ Thế Minh
16/11/2023	1.3	Give more detail in Project Plan	Nguyễn Xuân Quang Minh

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Software Development Plan (Small Project)

1. Introduction

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 <project name> project, including deployment of the product.

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

It has been commonly known that most jewelry products have been purchased by women. In fact, it has been such a popular trend for a long time, thus now most jewelry selling platforms serve for ladies only. However, men's demand for luxury accessories is rising rapidly in recent years. Understanding that, we want to create an online platform - DiamondHand.Store to help gentlemen address their problems in finding the most suitable piece of jewelry. DiamondHand.Store is a modern and flexible web application dedicated to providing a curated collection of men's jewelry and accessories.

Assumptions and Constraints

Assumptions:

- Budget: estimated 50 USD

Constraints:

- Project has a fixed schedule of 12 weeks
- Project has 5 people, there will be no more people added during the project
- Technological equipment: ReactJS, NodeJs, MongoDB...

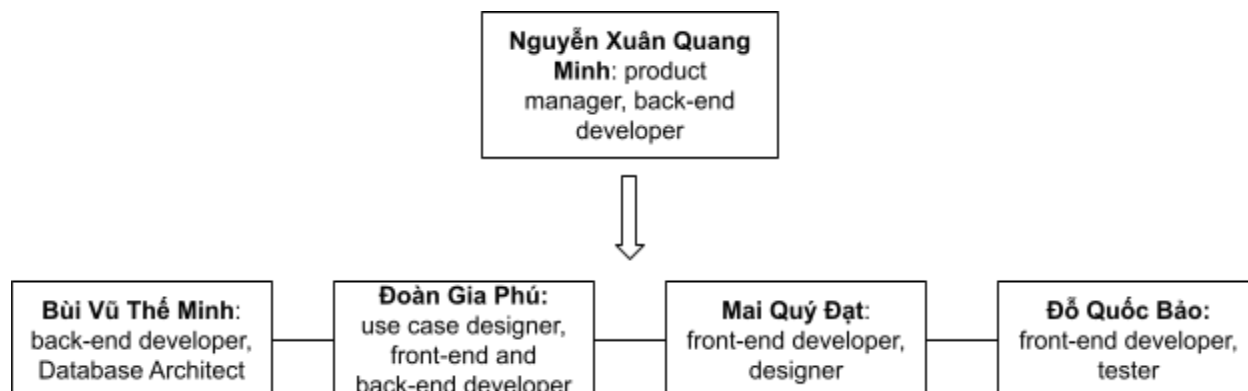
2.2 Project Deliverables

Deliverables for each project phase are identified in the Development Case. Deliverables are delivered towards the end of the iteration, as specified in section 4.2.3 Project Schedule.

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3. Project Organization

3.1 Organizational Structure



3.2 Roles and Responsibilities

Name	Roles	Responsibilities
Nguyễn Xuân Quang Minh	Product manager, back-end developer	<ul style="list-style-type: none"> ● Gather customer's requirements. ● Sketching layout and receiving customer's feedback. ● Work management & sprint management. ● Setup & Manage workspace. ● Design database. ● Handle data validation ● Admin management handle (BE, FE logistics). ● Work management & sprint management. ● Backend testing.
Bùi Vũ Thế Minh	Back-end developer , Database Architect	<ul style="list-style-type: none"> ● Setup & Manage workspace. ● Design database. ● Design API & write documents. ● User entity handle (BE logistics). ● Design repositories ● Database management ● Backend testing.
Đoàn Gia Phú	Use case designer, front-end and back-end developer	<ul style="list-style-type: none"> ● Requirements Gathering ● Use Case Definition ● Use Case Documentation ● Use Case Validation ● Database management

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		<ul style="list-style-type: none"> • Updates and Changes • Services handle (BE logistics).
Mai Quý Đạt	Frontend Developer, designer	<ul style="list-style-type: none"> • Base layout (UI/UX). • Login page (UI/UX & Logistics). • Search, filter (UI/UX & Logistics). • Frontend testing (UI/UX & Logistics). • Performance optimization • Version control • Review PAs
Đỗ Quốc Bảo	Frontend Developer, Tester	<ul style="list-style-type: none"> • Accessories page (UI/UX). • Accessories detail screen(UI/UX) • Silver jewelry page (UI/UX). • Platinum jewelry page (UI) • Forgot password page(UI/UX) • Frontend testing (UI/UX & Logistics). • Review PAs

4. Management Process

4.1 Project Estimates

This project will take 3 months to complete

4.2 Project Plan

4.2.1 Project Assignment 1

Starting date: 23/10/2023

Due date: 4/11/2023

Output: Knowledge about the technologies that our project requires, First look toward project, complete PA0

Tasks:

1. HTML, Tailwind CSS, and JavaScript: Đoàn Gia Phú, Đỗ Quốc Bảo, Mai Quý Đạt.
2. NodeJS, SQLite : Nguyễn Xuân Quang Minh, Bùi Vũ Thế Minh.
3. Set up work space: Nguyễn Xuân Quang Minh.
4. PA1: All team members discuss in a meeting.
5. Plan document: Nguyễn Xuân Quang Minh, Bùi Vũ Thế Minh
6. Vision document: Đoàn Gia Phú, Đỗ Quốc Bảo, Mai Quý Đạt.

Achievement: PA1 & knowledge required.

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Gantt chart for PA1

4.2.2 Project Assignment 2

Starting date: 6/11/2023

Due date: 18/11/2023

Output: Updated PA1's documents, Use-case specification

Tasks:

1. Modify PA1's documents: All members
2. Use-case model: Nguyễn Xuân Quang Minh, Bùi Vũ Thế Minh
3. Use-case specification: Nguyễn Xuân Quang Minh, Bùi Vũ Thế Minh
4. Create Database & Database Object: Nguyễn Xuân Quang Minh, Bùi Vũ Thế Minh
5. Create UIs for login Page, register Page, prepare meeting: Đoàn Gia Phú, Đỗ Quốc Bảo, Mai Quý Đạt.

Achievement: PA2 & some UIs, database objects.

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Gantt chart for PA2

4.2.3 Project Assignment 3

Starting date: 18/11/2023

Due date: 02/12/2023

Output: Updated PA2's documents, software architecture, and class diagram documents, some code session assign latter.

Tasks:

1. Modify PA2's documents: All members
2. Define software architecture: Nguyễn Xuân Quang Minh, Bùi Vũ Thế Minh
3. Class diagram: Đoàn Gia Phú, Đỗ Quốc Bảo, Mai Quý Đạt.
4. Coding session: Determine what feature next to be implementation then assign latter.

Achievement: PA3 & some practical coding.

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Gantt chart for PA3

4.2.4 Project Assignment 4

Starting date: 02/12/2023

Due date: 16/12/2023

Output: Revise SAD, UI prototype,

Tasks:

1. Update SAD as the teacher's requirement: Nguyễn Xuân Quang Minh
2. UI prototype: Đoàn Gia Phú, Đỗ Quốc Bảo, Mai Quý Đạt.
3. Coding session: Determine what feature next to be implementation then assign latter.

Achievement: PA4 & some practical coding.

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Grantt chart for PA4

4.2.5 Project Assignment 5

Starting date: 17/12/2023

Due date: 31/12/2023 (Expected)

Output: Test Report.

Task:

1. Listing the features needed to test: All Members
2. Write test cases: Nguyễn Xuân Quang Minh, Bùi Vũ Thế Minh
3. Run the test: Đoàn Gia Phú, Đỗ Quốc Bảo, Mai Quý Đạt.
4. Test report: All Members
5. Practice for presentation: All Members

Achievement: PA5 & testing session.

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Grantt chart for PA5

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

Updated cost and schedule estimates, and metrics summary reports, will be generated at the end of each iteration.

The Minimal Set of Metrics, as described in the RUP [Guidelines: Metrics](#), will be gathered on a weekly basis. These include:

Earned value for completed tasks. This is used to re-estimate the schedule and budget for the remainder of the project, and/or to identify need for scope changes.

Total defects open and closed – shown as a trend graph. This is used to help estimate the effort remaining to correct defects.

Acceptance test cases passing – shown as a trend graph. This is used to demonstrate progress to stakeholders.

In addition, overall costs will be monitored against the project budget.

4.3.3 Risk Management

Risks will be identified in 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.

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<i>Risk ID</i>	<i>Risk Description</i>	<i>Probability</i>	<i>Impact</i>	<i>Priority</i>	<i>Mitigation Strategy or Contingency Plan</i>
1	Lack of management experience	Medium	High	Medium	<ol style="list-style-type: none"> 1. Examine Past Projects for Management Insights: start by conducting a review of previous projects to gain valuable insights into their management processes and outcomes. 2. Project Charter Creation for Clarity: develop a comprehensive project charter that clearly delineates the project's objectives, scope, constraints, and expectations. This essential document serves as a constant point of reference for students, ensuring their unwavering focus on the project's objectives. 3. Structured Team Meetings to Enhance Collaboration: establish a regular meeting schedule for the project team to deliberate on project status, objectives, and challenges. Effective communication within these meetings fosters an understanding of team members' workflows and encourages collaboration.
2	Technical difficulties or limitations.	Medium	Medium	Medium	<ol style="list-style-type: none"> 1. Pre-Project Technical Evaluation: commence the project with a comprehensive technical analysis and feasibility study to proactively pinpoint any potential hurdles and challenges. 2. Rigorous Testing and Quality Assurance: embed a robust testing and quality assurance framework within the project to swiftly identify and rectify technical issues in their infancy. 3. Contingency Planning for Technical Scenarios: craft contingency plans that outline alternative technical solutions and workarounds to be deployed if the need arises. These plans ensure preparedness for unforeseen technical complexities.
3	Change in project requirements.	High	Medium	High	<ol style="list-style-type: none"> 1. Structured Change Management Procedure: institute a well-defined change management process, encompassing meticulous documentation, rigorous impact assessment, and the requirement for approval prior to implementing any alterations to project specifications. 2. Stakeholder-Centric Communication: foster and sustain open and productive lines of communication with project stakeholders. This facilitates a deep understanding of their evolving needs and expectations, ensuring alignment with project objectives. 3. Adaptive Project Management Framework: adopt a project management approach characterized by flexibility and adaptability. This approach allows for dynamic planning and the seamless adjustment of requirements to accommodate changing circumstances. 4. Ongoing Requirement Evaluation: periodically scrutinize and prioritize project requirements to guarantee that they remain in harmony with both the project's overarching goals and the evolving expectations of stakeholders.

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4.3.4 *Configuration Management*

Appropriate tools will be selected which provide a database of Change Requests and a controlled versioned repository of project artifacts.

All source code, test scripts, and data files are included in baselines. Documentation related to the source code is also included in the baseline, such as design documentation. All customer deliverable artifacts are included in the final baseline of the iteration, including executables.