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**Read & Relay**  
**Software Development Plan**  
Version 1.0

Read & Relay	Version: 1.0
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## Revision History

Date	Version	Description	Author
28/10/23	1.0	First version of Read & Relay's project plan.	Đinh Công Huy Hoàng, Lê Mỹ Khánh Quỳnh
15/11/23	1.1	Complete in detail.	Lê Mỹ Khánh Quỳnh

Read & Relay	Version: 1.0
Software Development Plan	Date: 28/10/2023
<document identifier>	

## Table of Contents

1. Introduction	4
1.1 Purpose	4
1.2 Scope	4
1.3 Overview	4
2. Project Overview	4
2.1 Project Purpose, Scope, and Objectives	4
2.2 Assumptions and Constraints	4
2.3 Project Deliverables	5
3. Project Organization	5
3.1 Organizational Structure	5
3.2 Roles and Responsibilities	6
4. Management Process	6
4.1 Project Estimates	6
4.2 Project Plan	6
4.2.1 Phase Plan	6
4.2.2 Iteration Objectives	7
4.2.3 Releases	8
4.2.4 Project Schedule	8
4.2.5 Project Resourcing	10
4.3 Project Monitoring and Control	10
4.3.1 Requirements Management	10
4.3.2 Reporting and Measurement	10
4.3.3 Risk Management	10
4.3.4 Configuration Management	11

Read & Relay	Version: 1.0
Software Development Plan	Date: 28/10/2023
<document identifier>	

# Software Development Plan

## 1. Introduction

### 1.1 Purpose

The purpose of this *Software Development Plan* is to provide a comprehensive framework for the design, development, and successful implementation of an e-commerce web application focused on the purchase of old books. This plan aims to guide the project team in creating a user-centric platform that connects buyers and sellers of vintage and collectible books while ensuring a seamless, secure, and enjoyable online shopping experience. The ultimate goal is to facilitate the preservation and sharing of literary treasures, cater to book enthusiasts, and contribute to the sustainability of the online antiquarian book market.

### 1.2 Scope

The scope of this project encompasses the development of a feature-rich Book Store Web application that includes essential functions such as user registration and authentication, secure ebook purchasing. The scope extends to cover the development of a user-friendly interface, seamless payment processing, and a responsive design to ensure accessibility across various devices and screen sizes.

### 1.3 Overview

This *Software Development Plan* contains the following information:

**Project Overview** — offers a comprehensive understanding of the project's purpose, scope, and objectives. It outlines the deliverables expected from the project, providing the foundational context for the entire document.

**Project Organization** — defines the key roles and responsibilities of team members, management, and review authorities.

**Management Process** — outlines the management processes, methodologies, and approaches that will be employed to effectively oversee and control various aspects of the project, including project planning, execution, monitoring, and reporting.

## 2. Project Overview

### 2.1 Project Purpose, Scope, and Objectives

The website encourages users to explore the world of books, fostering a love for reading, by offering features such as book reviews, recommendations, and a user-friendly interface, creating an avenue for individuals and businesses to list and sell books, promoting an open and accessible marketplace for both new and used books. Additionally, it provides opportunities for authors, both established and aspiring, to publish and share their literary works. The platform prioritizes user convenience, security, and a user-friendly interface, making it an ideal destination for anyone seeking to enjoy the pleasures of shopping and reviewing in the digital age.

The successful completion of this project will result in an engaging and user-friendly online platform for book lovers in Vietnam, providing a rich source of books and fostering a sense of community among bookaholics.

### 2.2 Assumptions and Constraints

Assumptions:

- Stable internet connectivity
- User device compatibility
- Content licensing
- Availability of content
- Technical expertise

Constraints:

Read & Relay	Version: 1.0
Software Development Plan	Date: 28/10/2023
<document identifier>	

- Budget constraints
- Time constraints
- Resource availability
- Legal and regulatory constraints

### 2.3 Project Deliverables

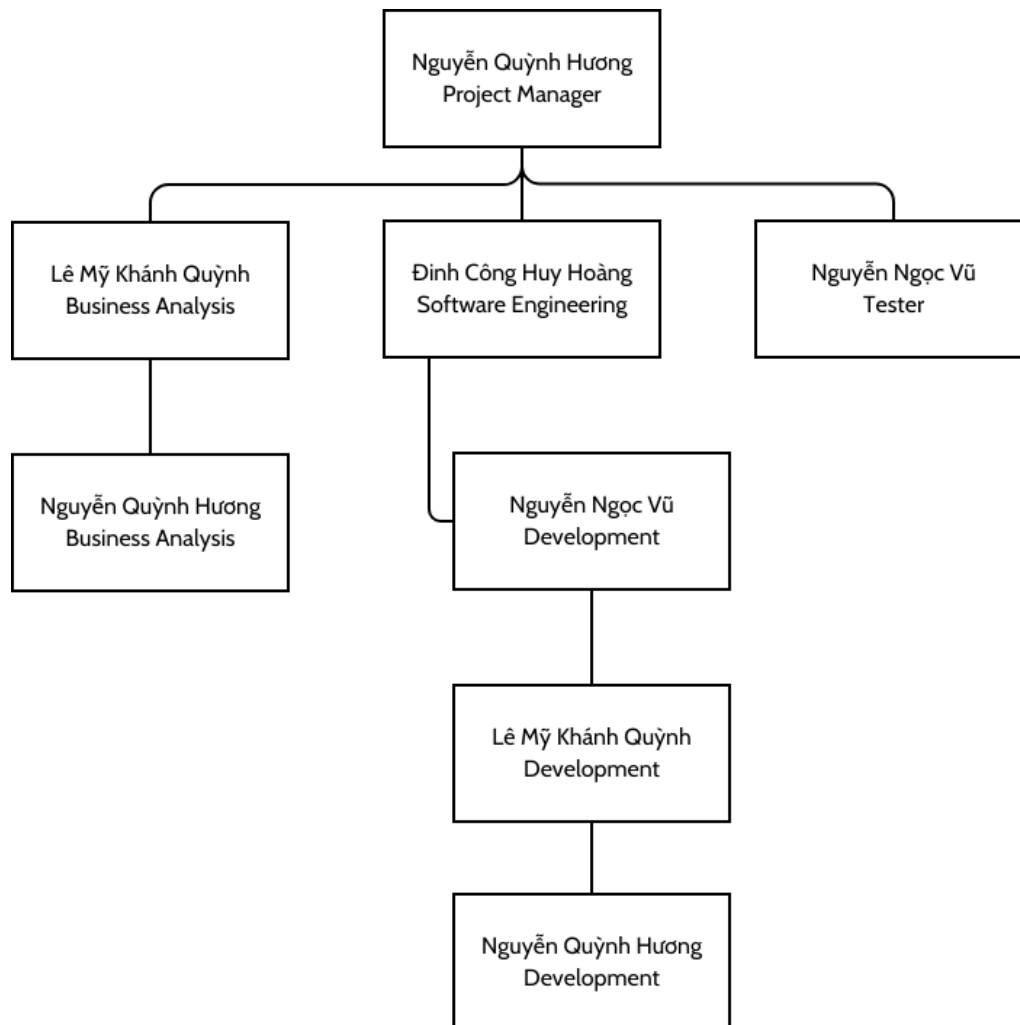
The final product represents our approach to creating a fully functional website that meets user demands.

Some other deliverables during the project:

- Detailed Project Plan and Vision Document.
- Comprehensive architectural design.
- User Requirements Document.
- Test Phase.
- Project Closure.

## 3. Project Organization

### 3.1 Organizational Structure



Read & Relay	Version: 1.0
Software Development Plan	Date: 28/10/2023
<document identifier>	

### 3.2 Roles and Responsibilities

Person	Role	Responsibility
Nguyễn Quỳnh Hương	Project Manager, Developer (front-end)	Responsible for the overall planning, execution, and successful delivery of the project,  Create the layout and user interface of the website.
Đinh Công Huy Hoàng	Developer (front-end), Design	Create the layout and user interface of the website, Optimizing user experience.
Lê Mỹ Khánh Quỳnh	Developer (back-end), Data Engineer	Managing the database system, Responsible for the system process.
Nguyễn Ngọc Vũ	Developer (back-end), Tester	Responsible for the system process, Conducts thorough testing the application.

## 4. Management Process

### 4.1 Project Estimates

- The completion of this project is expected within a span of 10 weeks. The web application utilizes the free-plan of MongoDB services, thus incurring no costs. Should there be alterations to users' requirements, a re-estimation of the project will be conducted.

### 4.2 Project Plan

#### 4.2.1 Phase Plan

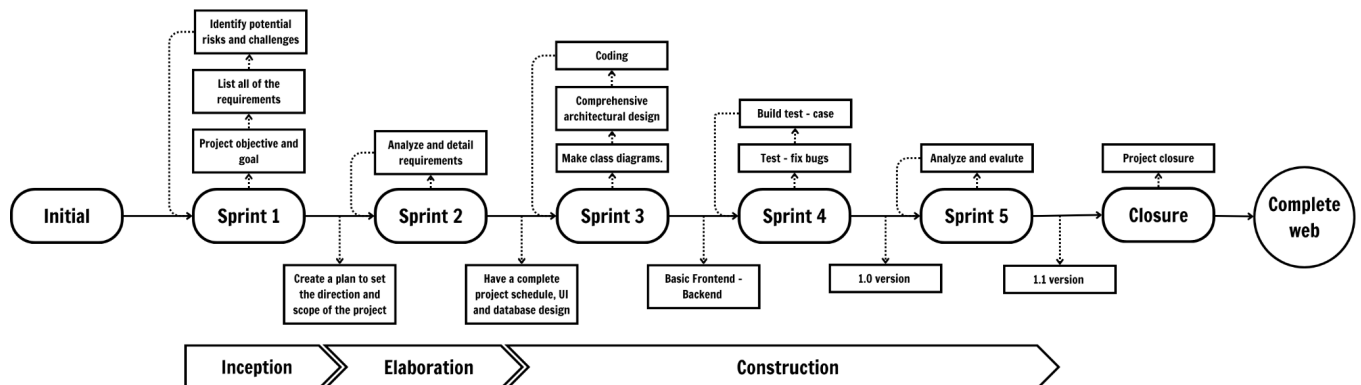
Phase	Iterations	Description	Time
Inception	1	The Inception Phase is the initial planning and conceptualization stage.	19/10/23 - 02/11/23
Elaboration	1	The Elaboration is the time that we refine the web's requirements and make important architectural decisions.	03/11/23 - 16/11/23
Construction	3	The Construction is for coding, fixing, testing and developing.	16/11/2 - 23/12/23

Below are the major milestones of each phase:

Phase	Milestones
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Read & Relay	Version: 1.0
Software Development Plan	Date: 28/10/2023
<document identifier>	

Inception	Define the project's objective and goals. List all of the requirements for the web. Identify potential risks and challenges that could impact the project's success. Creating a plan to set the direction and scope of the project.
Elaboration	Analyze and detail requirements and plan. Ensure that all technical decisions are aligned with the project's requirements and objectives.
Construction	Build and complete the version 1.0 Analyze and test the crude product and improve it to the version 1.1. Conduct product testing and evaluation.



#### 4.2.2 Iteration Objectives

Phase	Iteration/Sprint	Objectives	Time
Inception	1	Project vision Project plan Environment for project	19/10/23 - 02/11/23
Elaboration	2	Use cases and user stories Project schedule UI design Database design	03/11/23 - 16/11/23
Construction	3	Comprehensive architectural design Frontend and backend development, including e-commerce features	16/11/23 - 30/11/23
	4	Quality assurance, testing, and bug fixing The 1.0 version	30/11/23 - 14/12/23

Read & Relay	Version: 1.0
Software Development Plan	Date: 28/10/2023
<document identifier>	

	5	Final testing and final release	14/12/23 - 23/12/23
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### 4.2.3 Releases

The project plan outlines two software releases. Here's a brief description of each release and its status:

First release (version 1.0):

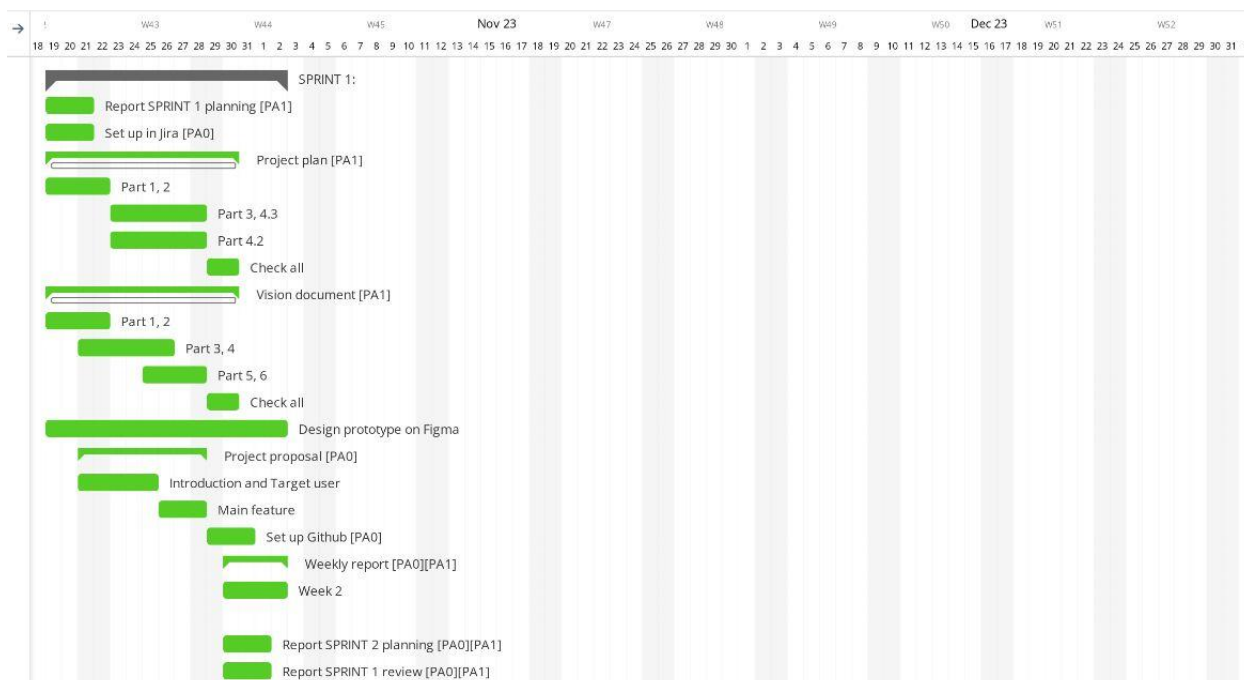
- The first release of the software will include completed tasks and features that fall within the high-priority category. This initial release is intended to serve as a demonstration (demo) or beta version.
- The primary goal of this release is to gather early feedback and assess the usability and functionality of the core features.
- The demo/beta version is a work in progress and may not include all planned features or be entirely free of bugs, but it provides a glimpse of the project's direction and capabilities.

Second release (version 1.1):

- The second release represents the final product, which will be the culmination of further development efforts.
- Building on the feedback received during the first release, the team will implement, analyze, and innovate on the remaining priority tasks and features.
- This release aims to provide a fully functional and polished web application that encompasses all planned features and meets the project's objectives.

### 4.2.4 Project Schedule

#### SPRINT 1:



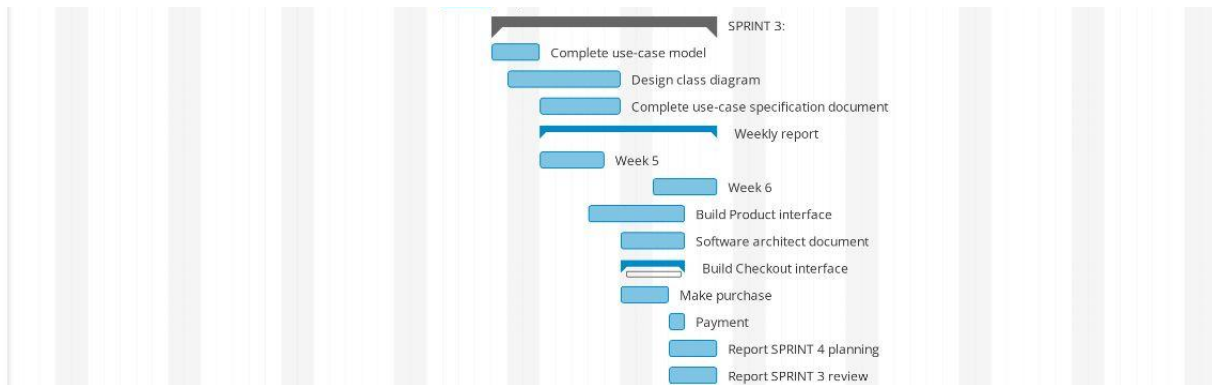


Read & Relay	Version: 1.0
Software Development Plan	Date: 28/10/2023
<document identifier>	

## SPRINT 2:



## SPRINT 3:



## SPRINT 4:



Read & Relay	Version: 1.0
Software Development Plan	Date: 28/10/2023
<document identifier>	

## SPRINT 5:



### 4.2.5 Project Resourcing

The project will be carried out by a team of four members, each responsible for specific roles:

- Web Developer (Frontend): Responsible for creating the user interface, ensuring responsive design, and implementing client-side functionality.
- Web Developer (Backend): In charge of server-side development, database management, and implementing e-commerce features like the shopping cart and payment processing.
- UX/UI Designer: Responsible for designing the user interface, creating wireframes and mockups, and ensuring an attractive and user-friendly design.
- Tasked with conducting testing and quality assurance activities, identifying and reporting bugs, and ensuring the website functions smoothly.

Other resources:

- Not incur any fees
- High-performance personal computer.

Training plan for project:

- Self-guided training during the inception.
- Team Collaboration and Knowledge Sharing via social media.

## 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
High	Insufficient general knowledge about software development process	Researching documents, engaging in regular discussions, and applying lessons learned from class

Read & Relay	Version: 1.0
Software Development Plan	Date: 28/10/2023
<document identifier>	

High	Unfamiliarity with project management documentation and tools	Researching documents, engaging in regular discussions, applying lessons learned from class and making use of supplementary teaching material online
Medium	Lack of experience in web programming	Learning, pair programming, regular code reviews, dividing the project into smaller modules
Medium	Personnel is limited in number; team members' need to balance personal workflow between concurrent projects	Restructure the team to enhance collaboration and cross-training, allowing team members to gain a better understanding of each other's roles
Medium	Changes to product specifications during the development process	All requests for modification must be cleared up and agreed upon by the team before implementation, preferably within a reasonable time margin; major changes will require deadline extensions

#### 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.