**Project Plan**

***Tools and Equipment website***

#### Version history

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Version** | **Date** | **Author(s)** | **Changes** | **State** |
| 0.1 | 22.09.2023 | Y.Yanakiev | Base architecture made | Done,Working |
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# Project assignment

## Context

*Based on the recent increase of the online shopping I decided to make a project about an online shop which offers different tools and equipment required while upgrading your home or garden. High quality tools and elegant furniture will be some of our offers. Some of the furniture offered will be “Do it yourself” so we can also fulfil the needs of the people who want to craft it themselves. Others of course will come already crafted for those that do not have time to waste. Variety of sizes and themes will be offered for most of the items that will be displayed. Different payment options will be available for customers. Delivery based on your location will be included. Managers will have the option to increase or decrease the quantity of the products.*

## Goal of the project

*To build a website which can display and offer different materials and take care of the shipment and payment. The advantages of the project are that there are almost unlimited different tools, furniture and equipment that can be used as products and more products allow me to group them and make a nice and somewhat complex navigation system. By making this project the shop will be able to get purchase requests from online users, receive their addresses and preferred way of paying and manage the quantity of products and see which ones need to be replenished. Customers will be able to order the products they need without having to worry about anything besides choosing the best looking couch for their living room.*

## Scope and preconditions

|  |  |
| --- | --- |
| **Inside scope:** | **Outside scope:** |
| 1. Make customers able to buy different tools and equipment. | 1. Make paid premium subscribtion offering more discounts |
| 1. Make managers able to browse through their products and quantity. | 1. Make managers able to manage employees and their shifts |

## Strategy

*We will be using Scrum because dividing the project into sprints will allow us to easily adapt to all requirements. It also allows us to present a working project much earlier compared to other methodologies. By choosing this strategy we can base our decisions directly on the feedback of the project owner.*

# Activities and time plan

## Phases of the project

*1.Analysis of possible themes for the individual project.*

*2.Deciding what kind of website will best suit our needs.*

*3.Start researching and decide what kind of technology will be used*

*4.Start implementing the base architecture*

*5.Add login system and authorization*

*6.Add menu and navigation*

*7.Add payment methods and delivery*

*8.Make quantity managing of products possible for authorized users*

*9.Expand by adding more features and diversity*

## Time plan and milestones

|  |  |  |
| --- | --- | --- |
| **Phasing** | **Start date** | **Finish date** |
| 1. Created basic architecture. | 04.09.2023 | 22.09.2023 |
| 1. Delivered the required documents and code for Sprint 2 | 23.09.2023 | 13.10.2023 |
| 1. Delivered the required documents and code for Sprint 3 | 14.10.2023 | 10.11.2023 |

# Testing strategy and configuration management

## 

## Testing strategy

*Using unit tests would allow us to isolate each component and test it individually. Testing each component individually will let us acknowledge bugs early and fix them saving time and money. Also, unit tests are not complex compared to other strategies saving us even more time by using the triple A methodology. Using unit testing is mandatory for us to be able to follow the CI/CD principles and delivering bug-free code to our version control repository.*

## Configuration management

*The Version Control System that will be used will be Git. Branches will allow us to add features without ruining previously tested and working code.*

# Finances and risk

## Risk and mitigation

|  |  |  |
| --- | --- | --- |
| **Risk** | **Prevention activities** | **Mitigation activities** |
| 1. Payment system being compromised | Using simulated way of paying to ensure real money is not involved | There will not be any people who have been compromised because the data will not be real. |
| 1. Project being too simple and not taking enough time | Left some features underdeveloped in case the project lacks detail. | Would start spending more time on it and expanding it until it meets the expectations of the project owner |
| 1. Project being too complex and taking a lot more time resulting in not being able to publish on time. | Divided features and ideas into small components allowing us to not see it as one complicated project but rather small parts. | Features which are not essential would be pushed at the back of the timetable |