

PROJECT TIMELINE : Shopping & Payment

Name: Shirleen Adriana

No.	Activity	Thursday 23			Friday 24			Saturday 25			Sunday 26			Monday 27		
		1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
1.	Features Brainstorming															
2.	Prepare UML and ERD															
3.	Define Models															
4.	Define Repository and Databases															
5.	Define Business Logics															
	UserService															
	SellerService															
	TransactionService															
	PaymentService															
6.	Create Dummy Payments Servers															
7.	Implement Springboot and RestAPI															
8.	Test and Debug with Postman															
9.	Implement Async															
10.	Implement RabbitMQ															
11.	Implement logging															
12.	PROGRESS REPORT															
13.	Presentation Preparation															