Auction System

# Project Overview

This project aims to build a system for running an auction at a school or church activity.

The auction system will be for managing a live event, not running an online auction like e-bay. It aims to replace paper voting with a mobile phone system so that people can know what they’ve spent so far and will also help tally the results at the end of the night. The system will support both a silent auction and a live auction and be capable of running on a PC (for an administrator) and iOS and Android mobile devices.

# Team Organization

# Team 02 will operate using the Scrum software engineering framework. Team organization will revolve around the “Scrum Master” role. The role of “Scrum Master” is defined as follows:

* Represents management for the project
* Responsible for enacting Scrum values and practices
* Removes impediments
* Ensures that the team is fully functional
* Enables close cooperation across all roles and functions
* Shields the team from external interferences

Team 02 will operate by rotating “Scrum Master” responsibilities for every new sprint. The ordering of team members has been selected at random using random.org/lists (Carson, Stewart, Kohl, Jaren). Using this ordering, our Scrum Master rotation will be as follows:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Sprint 1 | Sprint 2 | Sprint 3 | Sprint 4 |
| Carson | Scrum Master |  |  |  |
| StUart |  | Scrum Master |  |  |
| kohl |  |  | Scrum Master |  |
| Jaren |  |  |  | Scrum Master |

# Software Development Process

The development will be broken up into five phases. Each phase will be a little like a Sprint in an Agile method and a little like an iteration in a Spiral process. Specifically, each phase will be like a Sprint, in that work to be done will be organized into small tasks, placed into a “backlog”, and prioritized. Then, using on time-box scheduling, the team will decide which tasks the phase (Sprint) will address. The team will use a Scrum Board to keep track of tasks in the backlog, those that will be part of the current Sprint, those in progress, and those that are done.

Each phase will also be a little like an iteration in a Spiral process, in that each phase will include some risk analysis and that any development activity (requirements capture, analysis, design, implementation, etc.) can be done during any phase. Early phases will focus on understanding (requirements capture and analysis) and subsequent phases will focus on design and implementation. Each phase will include a retrospective.

|  |  |
| --- | --- |
| **Phase** | **Iteration** |
| 1. | Phase 1 - Requirements Capture |
| 2. | Phase 2 - Analysis, Architectural, UI, and DB Design |
| 3 | Phase 3 - Implementation, and Unit Testing |
| 4 | Phase 4 - More Implementation and Testing |

We will use Unified Modeling Language (UML) to document user goals, structural concepts, component interactions, and behaviors.

# Communication policies, procedures, and tools

REMOTE COMMUNICATION:

Team 02 will use three primary methods of communication:

* **Text Messaging:** Text messaging will serve as our fastest mode of contact.
  + ` If something urgent comes up, we will use our group chat to communicate.
* **Slack:** We will use Slack for any communication beyond the capabilities of text messaging. For example, we will use Slack for file sharing, group discussion and brainstorming.
  + We cannot let our team’s messages be deleted upon hitting a message limit; we may need messages and files later. If the allotted Slack message and hosting limit approaches, we will consider upgrading our Slack plan or moving to a new platform.
* **GitHub:** GitHub will serve as our management system. As such, it serves as a de-facto communication tool by way of GitHub issues, branching, project management, etc.
  + Communication on GitHub should be limited to essential information about the project itself. Unlike the other communication methods, there is no timeline for the communication to be received by other members of the group. As such, GitHub will be reserved for in-progress tasks.

INTERPERSONAL COMMUNICATION:

Team 02 has decided on the following (tentative) meeting times:

* Tuesdays and Thursdays at 5:00 PM
* Directly after class on Mondays, Wednesdays, and Fridays (when necessary)

Meetings will be our primary time for brainstorming and in-depth discussion. When possible, we will reserve a study room such that a whiteboard (and TV?) can be utilized.

# Configuration Management

See the README.md in the Git repository.