Group 01

Your E-care
Software Development Plan (Small Project)
Version 1.1

Revision History

Date	Version	Description	Author
10/11/22	1.0	Complete section 1 to 3 and a part of section 4	Nguyen Minh Van, Duong Minh Tung, Ha Tuan Lam
25/11/22	1.1	Add more details to phrase plan	Nguyen Minh Van

Table of Contents

Software Development Plan (Small Project)

1. Introduction

1.1 Purpose

The main purpose of the Software Development Plan is to inform the team members and stakeholders about the approach to the development of the software. It describes how the Project Manager manages the resource, schedule, organization and they can keep track of the process of the software development. It shows the team members what they need to do, the schedule of the activities they are responsible for.

1.2 Scope

This Software Development Plan describes the overall plan to be used by the Your E-Care project, including deployment of the product. The details of the individual iterations will be described in the Iteration Plans.

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.
- Management Process - explains the estimated cost and schedule, defines the major phases and milestones for the project, and describes how the project will be monitored.

2. Project Overview

2.1 Project Purpose, Scope, and Objectives

Your E-Care is an application that would allow users to exercise anywhere while also, and maybe more crucially, assisting them in improving their flexibility, stamina, and overall health in order to do their jobs effectively.

The project deliverables will be described clearly in 2.3 Project Deliverables.

2.2 Assumptions and Constraints

The app Your E-Care is a project used to evaluate student's work so that it must be fully available before the deadline

2.3 Project Deliverables

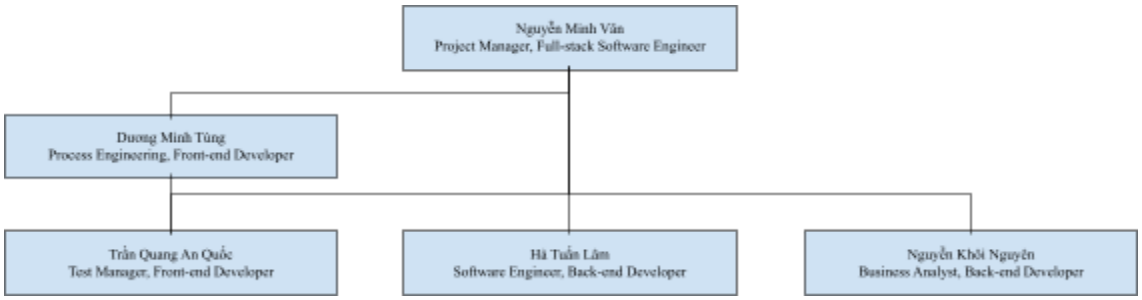
The following artifacts will be produced during the project:

- The product including:
  - Executable released Deployment Units
  - Installation Artifacts
- Source Code
- Test case
- Software Architecture Document
- Use Cases

- Supplementary Specification
- Vision
- Glossary
- Presentation about the project

3. Project Organization

3.1 Organizational Structure



3.2 Roles and Responsibilities

Person	Role
Nguyễn Minh Văn, Project Manager, Full-stack Software Engineer	Manage the project and all its repositories. Deploy and create the environment for the application. Control and planning/scheduling activities of the team.
Dương Minh Tùng, Process Engineering, Front-end Developer	Responsible for building the user interface of the application. Notes all the problem and assisting the Project manager role in reporting and supporting all the team
Trần Quang An Quốc, Test Manager, Front-end Developer	Create the UX/UI and build the main function of the application
Hà Tuấn Lâm, Software Engineer, Back-end Developer	Build the server to handle all the requests from users using API and database.
Nguyễn Khôi Nguyên, Business Analyst, Back-end Developer	Build the server to handle all the requests from users using API and database.

4. Management Process

4.1 Project Estimates

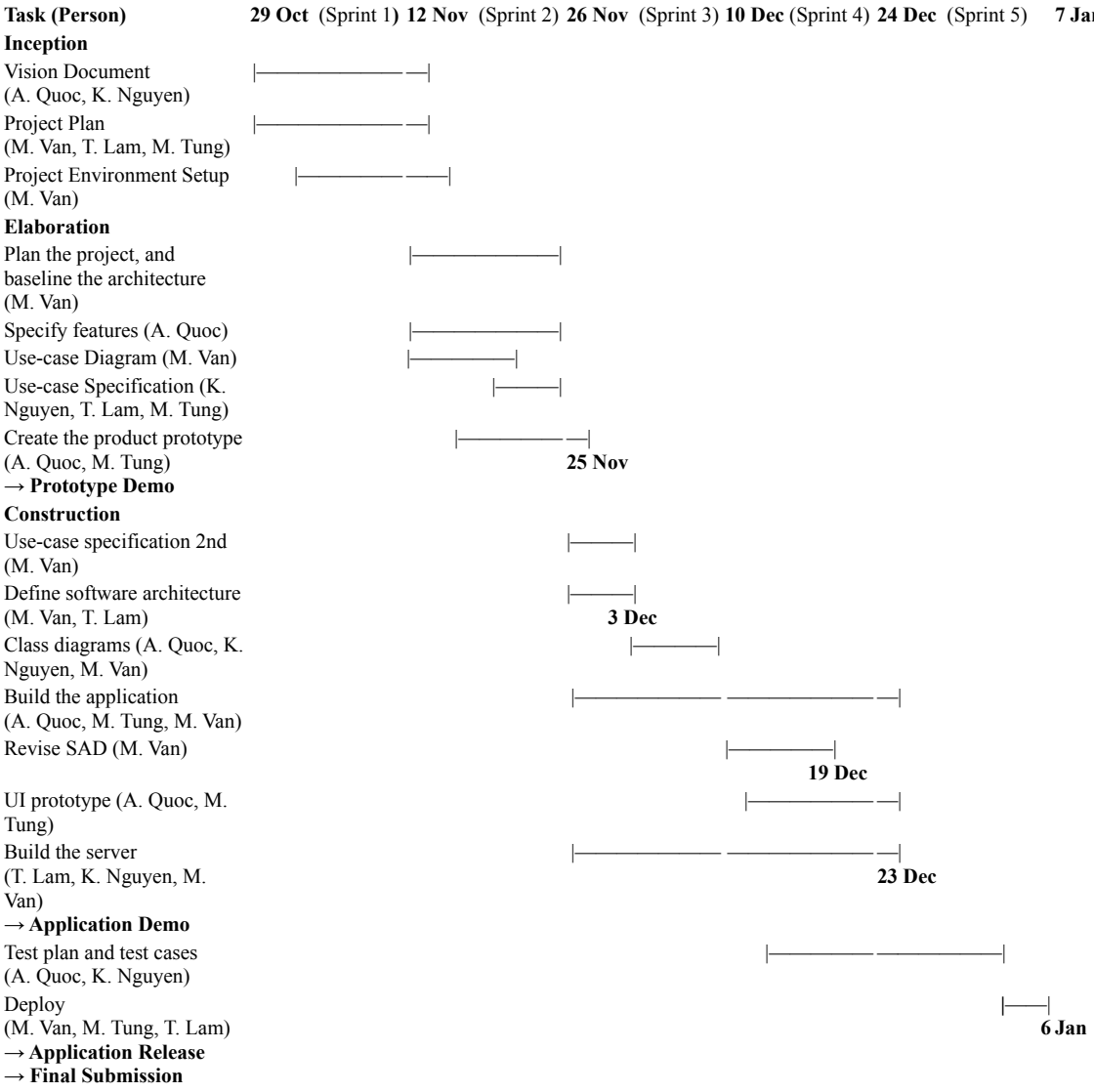
Estimated cost: 6800 $USD

Name	Cost	Quantity	Duration	Total ($USD)
Developer	500$USD/ month	4	2.5 months	5000
Manager	550$USD/ month	1	2.5 months	1375
Testing Server	100$USD/ month	1	2.5 months	250
Others	175$USD	1		175
Total				**6800**

Schedule for the projects: In 2.5 months

4.2 Project Plan

4.2.1 Phase Plan



4.2.2 Iteration Objectives

Objectives for each sprints:

- Sprint 1: Planning all the aspects of the project and completing the main part of the vision document. The environment will be set up successfully. Have ideas for the prototype based on the main functions.
- Sprint 2: Specific the features of the product, plan the project in more detail and create the UI/UX prototype. Set up the baseline architecture for the project.
- Sprint 3: Construct the application with all the main functions that can be worked properly.
- Sprint 4: Build the testing profile and finish all the other functions. Have the testing for the application.
- Sprint 5: Deploy and release the application.

4.2.3 Releases

None

4.2.4 Project Schedule

None

4.2.5 Project Resourcing

None

4.3 Project Monitoring and Control

None

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 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
Unfamiliar with the process of software engineering and working as a team	Deadline delaying, poor staff morale	Each of members have to work harder, prepare and have better requirement specification
Ignorant of new technology	Inefficiency, no quality	Each of members have to actively study and do more research on this project
Missed deadlines	Affect the whole team’s efficiency	More overlap of work so members understand each other’s tasks

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.