Team Name: The Showmen
Project: Showbiz U
Team Members: Damon Wong, Adam Yee, Byung Kim, Ryan Enshaie, Antonio Montalvo

Project Plan

## Deliverables:

## Phase 1 (1st Quarter):

1. **Project Plan (5/6/14):** Document providing the proposed overview of the project in its entirety. Includes all three phases, deliverables list, and initial UML flow diagrams.
2. **Research Report (5/6/14):** Results of research regarding current trends in social media, MOOC format, competitors, forum sites, and community sites. Report will be used as a reference for the decisions made in this project.
3. **Online Community Design (5/20/14):** Design will be made following research of the current market. The team will create a design made to grow the online community for Showbiz U.
   a. **UML Flow Diagrams (5/6/14):** Brief flow diagrams outlining action processes for users in the community aspect of Showbiz U.
   b. **Mockups (5/12/14):** As decisions are made for the design of the system, the team will concurrently develop mockups to reflect those design decisions.
4. **Community Testing Plan (6/3/14):** Document outlining what tests will be conducted and who will administer them.
5. **Community Deployment Plan (5/27/14):** Document outlining how the system will go from the test results to first release to users.
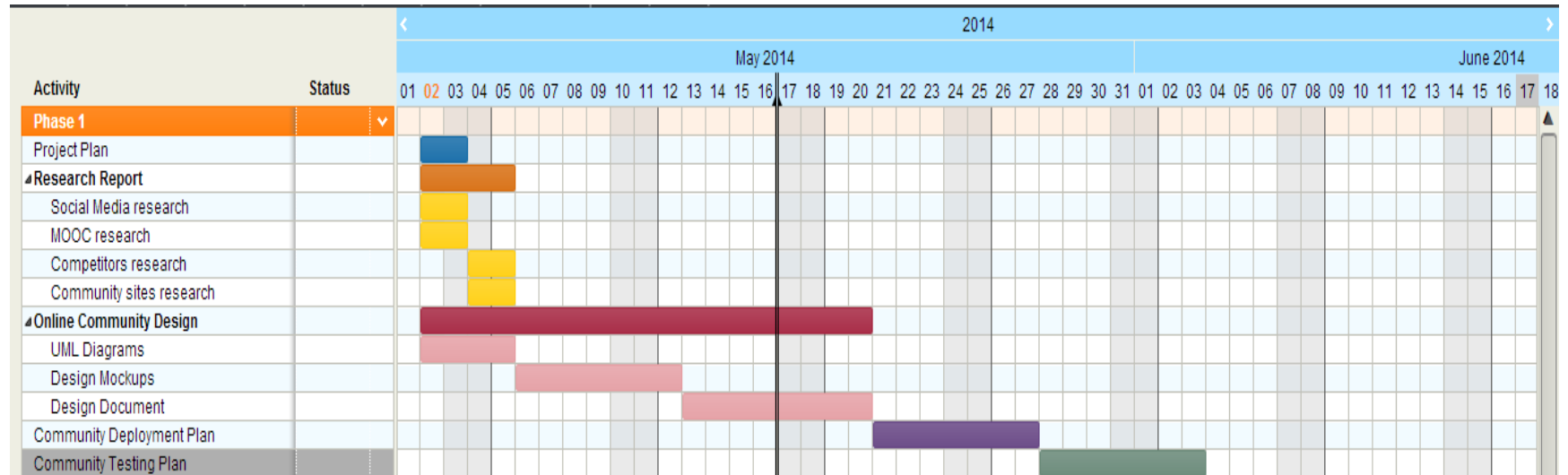
## Phase 2 (2nd Quarter):

6. **Learning Paths Development (10/18/14):** The team will develop the Learning Paths feature of the Showbiz U website.
7. **Learning Paths Testing Plan (11/1/14):** Document outlining how the team will test the Learning Paths system.
8. **Learning Paths Deployment Plan (11/15/14):** Document outlining how the team will deploy the Learning Paths system.
9. **Community Testing Report (11/29/14):** Results of user feedback following the rollout of the community aspect of the system.
10. **Updated Community Deployment Plan (12/11/14):** Document outlining the deployment of the community system taking into account any updates.
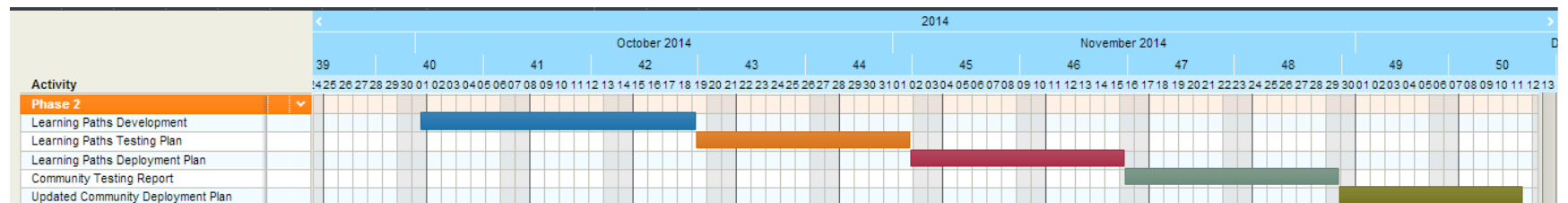
## Phase 3 (3rd Quarter)

11. **User Testing Report (1/18/14):** Results of user testing for both the Learning Paths and community, showing how well the updated website is being received.
12. **Growth Report (2/1/14):** Report showing how much Showbiz U is growing and generating traffic due to the updated website.

# Gantt Charts

## Phase 1:

| | 2014 | | |
|---|---|---|---|
| | May 2014 | | June 2014 |
| Activity | Status | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 | 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 |
| Phase 1 | ⌄ | | |
| Project Plan | | | |
| ◢Research Report | | | |
| Social Media research | | | |
| MOOC research | | | |
| Competitors research | | | |
| Community sites research | | | |
| ◢Online Community Design | | | |
| UML Diagrams | | | |
| Design Mockups | | | |
| Design Document | | | |
| Community Deployment Plan | | | |
| Community Testing Plan | | | |

## Phase 2:

| | 2014 | |
|---|---|---|
| | October 2014 | November 2014 |
| Activity | 39 40 41 42 43 44 | 45 46 47 48 49 50 |
| Phase 2 | | |
| Learning Paths Development | | |
| Learning Paths Testing Plan | | |
| Learning Paths Deployment Plan | | |
| Community Testing Report | | |
| Updated Community Deployment Plan | | |

## Phase 3:

| | 2015 | |
|---|---|---|
| | January 2015 | February 2015 |
| Activity | 2 3 4 5 | 6 7 8 |
| Phase 3 | | |
| User Testing Report | | |
| Growth Report | | |