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# Software Project Management Plan for Foodiez Cafe

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## 1 Introduction

### 1.1 Project Overview

The overall objective of the My Team Project is to establish a website that can be used as a resource for online ordering of food by making a selection from the available menu items and completing online payment for a contactless delivery of food. The Project is being made for convenience of users so that , they can order food from their own place. The expected delivery date of the project is till the end of our current semester.

### 1.2 Project Deliverables

The Team will develop this website by following software management processes and procedures learned during the Object Oriented Software Engineering (OOSE) course. As part of this process, we are going to produce the following documents and software products as deliverables:

- Source Code of Website.
- Library Files used in Project.
- Executable Code of the Website developed.
- Database Files used.

All of the Above Work Products are expected to be delivered well before the end of our current semester.

## 2 Project Organization

### 2.1 Software Process Model

The software process model used in our project is Incremental model.

In our project , we plan to implement and test incrementally (a little more is added each time) until the website is finished. It involves both development and maintenance. Every iteration passes through the requirements, design, coding and testing phases.

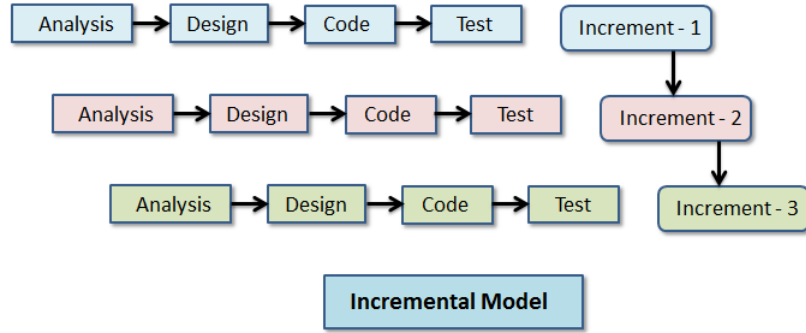


Figure 1: Incremental Model

## 2.2 Roles and Responsibilities

The Project will be made up the following Roles, with the listed responsibilities.

- **Project Manager** Project Manager is responsible for the timely execution and completion of the project.
- **Designer** Designer's task is to work hand in hand with the developer in designing the UI and UX of the application.
- **Developer** Developer codes on various software to build a working model of the project.
- **Tester** Tester has to perform various test cases and check the proper functionality of the application made by the developer.
- **Analyst** The Project Analyst's responsibilities include supporting the project manager with overseeing and coordinating projects, contributing to project planning, preparing and maintaining documentation, reviewing contracts and financials, monitoring project activities, and evaluating the overall project.

Role	Allotted Members
Project Manager	Jay Maru
Designer	Himanshi Bhanushali
Developer	Jay Maru , Dharmesh Chawda
Tester	Himanshi Bhanushali,Dharmesh Chawda,Jay Maru
Analyst	Himanshi Bhanushali

## 2.3 Tools and Techniques

The development methodologies, notations, programming languages, techniques, and tools you plan to use at each stage of the project are :

Front End - React JS, HTML, CSS, JS

Back End - Node JS, MYSQL/MongoDB

## 3 Project Management Plan

### 3.1 Tasks

#### 3.1.1 Requirement Analysis and completing SRS Documentation

- Description - Requirement Analysis would be done to know the exact expectations of the client from the product. The functionalities and working of the product would also be clear by doing so client and effective requirement analysis.
- Deliverables and Milestones - By the end of this process, the design and development team will be sure of the functioning of the Web-App. Delivery of the final version and revision of SRS, STD, SPMP. The SRS focuses on briefing the client as well as the team members about the specifications and the functionalities of the software project.
- Resources Needed – Brainstorming sessions of Joint discussions must be organized for effective communication and information gathering which will in turn provide the clarity required for generating the SRS.
- Dependencies and Constraints - Task cannot be completed without conducting meetings with the stakeholders and knowing the expectations from the web app. Accuracy of SRS is mandatory.
- Risks and Contingencies - Task cannot be completed without conducting meetings with the stakeholders and knowing the expectations from the Web-App.

#### 3.1.2 UI Designing And Structuring Of The Database

- Description - In this task we focus on developing the UI Designing which plays an important part in how the user will be interacting with the product and also designing the database which is defined by how the product will be structured.
- Deliverables and Milestones - The document focuses on briefing the client about the specifications and functionalities of the software project.
- Resources Needed - For UI designing, Adobe XD will be needed. For the database structuring, XAMPP will be needed.

- Dependencies and Constraints - Meetings with the stakeholders and admin so as to finalise the UI design and the product design. Meetings and discussions amongst the team members is also important so as to finalise the structure of the database.
- Risks and Contingencies - Risks would be failure to get clarity on the UI design because of discrepancies and miscommunication between the users and the stakeholders. Another risk would be miscommunication between the product development team as that would lead to the ill design in the database which is the backbone of the entire product.

### **3.1.3 User Login and Profile**

- Description -
- Deliverables and Milestones -
- Resources Needed -
- Dependencies and Constraints -
- Risks and Contingencies -

### **3.1.4 Cart building from Menu and Order**

- Description -
- Deliverables and Milestones -
- Resources Needed -
- Dependencies and Constraints -
- Risks and Contingencies -

### **3.1.5 Payment Gateway**

- Description -
- Deliverables and Milestones -
- Resources Needed -
- Dependencies and Constraints -
- Risks and Contingencies -

### 3.2 Assignments

- **Project Manager** –The Project Manager is responsible for the overall smooth functioning of the Team. He is also responsible for communicating with the Client constantly for updated requirements, changes and channeling the requests to relevant person of responsibility. The Project Manager is also the Approval Authority for any kind of baseline modifications.
- **Designer** –The Designer works first in the team. He communicates with the client in presence of the Project Manager in order to understand the requirements of the client and prepares a User Interface and User Experience Design Model putting things into perspective. This creates a wireframe of the entire project.
- **Developer**–Then comes the role of the developer who is responsible to develop the entire project in accordance with the client requirements as well as the designer’s work. The developer will use the appropriate or discussed technologies to convert the design into a real world application.
- **Tester**–The Tester is the one who tests the working and integrity of all the functionality of the project along with a number of test cases to ensure complete user satisfaction and zero downtime in future.
- **Analyst**–The Project Analyst works in unison with the Project Manager and contributes his work towards the planning,documentation,reviewing the financials and reports and overall evaluation of the project.

### 3.3 Timetable

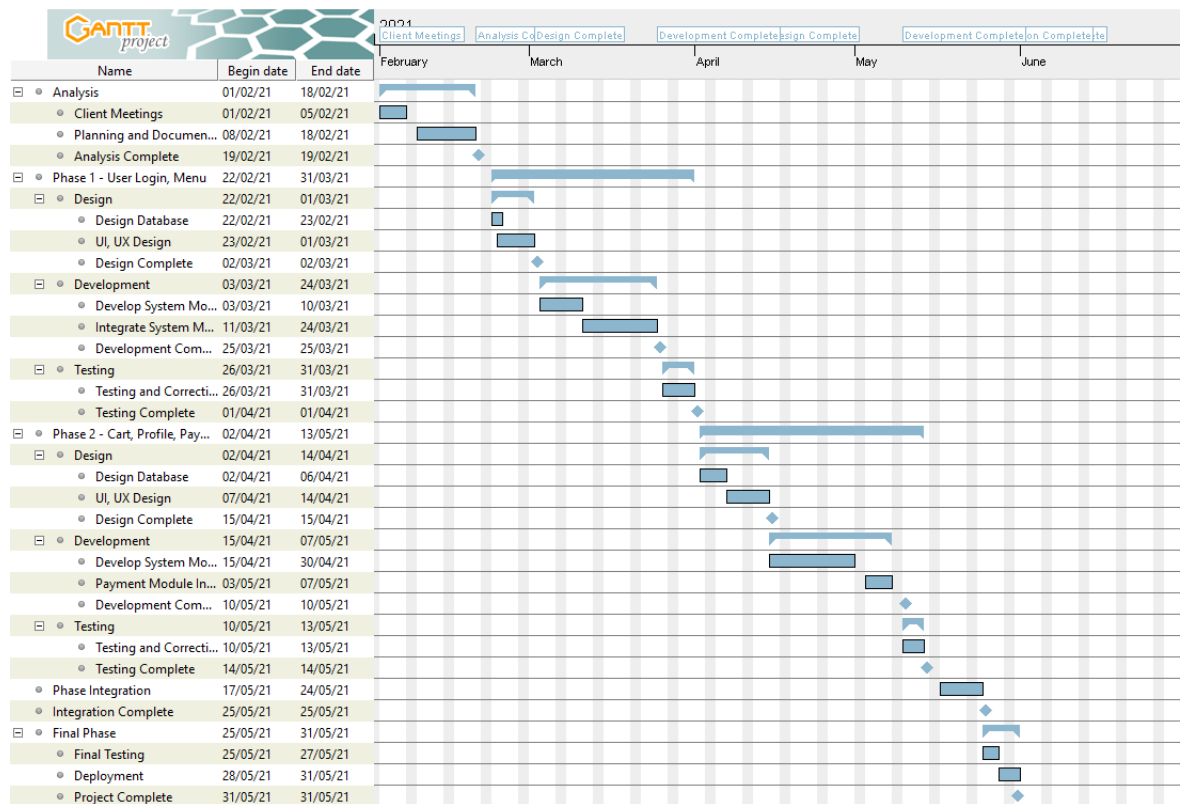


Figure 2: Timetable