



Final Year Project Plan

Software Project Management

Literacy System

Supervisor: Giorgios Koutsoukos

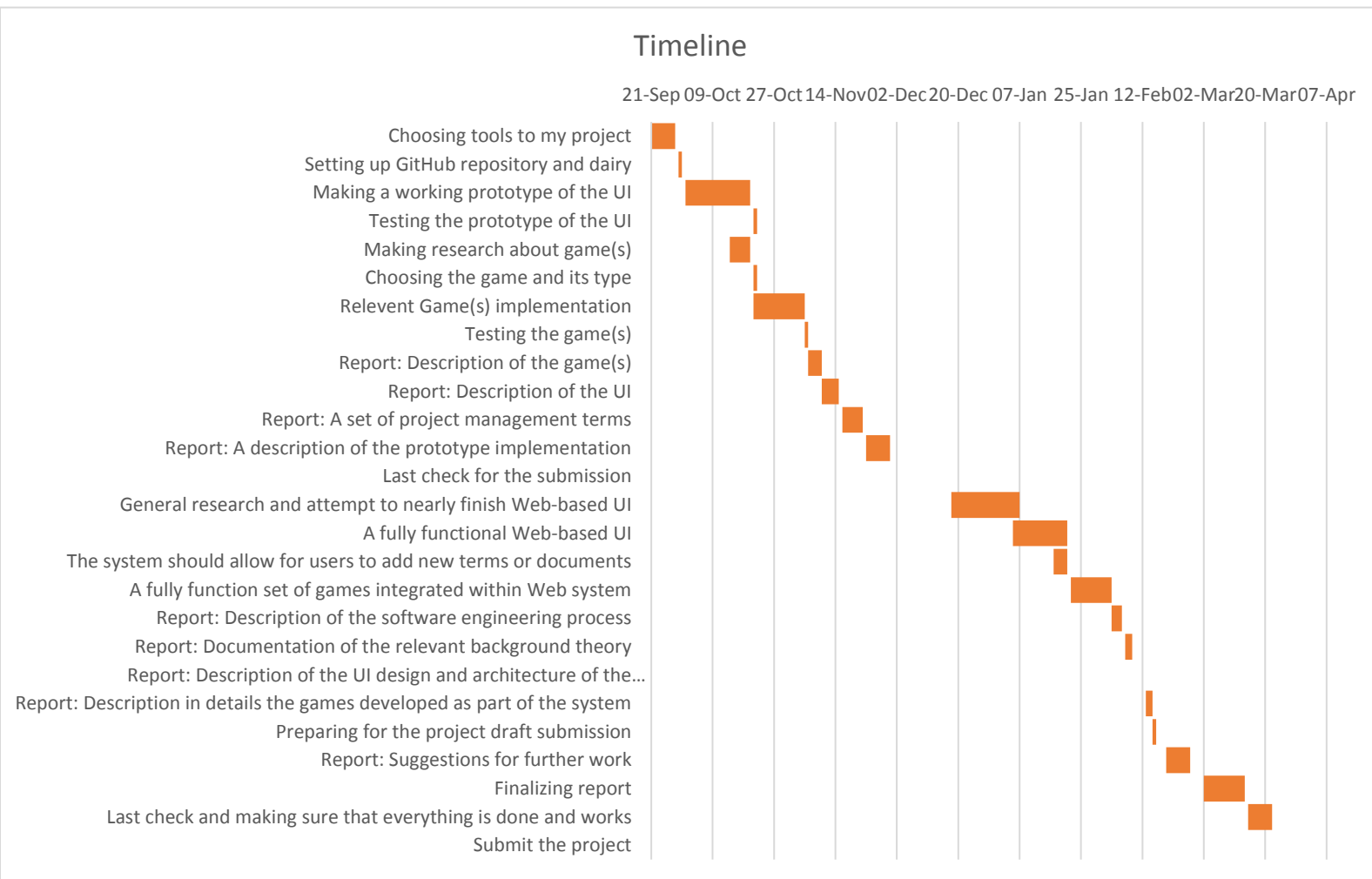
Student: Aleksander Kawa

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1. Abstract

This project will give opportunities to educate people on project management as well as literacy system. Furthermore, the aspects such as PMI, APM, Prince2 etc. will be thoroughly explained. What is more, there will not only be definitions and literature material but also quizzes and games. An example which supports this is a website where the user can play the Project Management Game [<http://thatpmgame.com/>]. The player has several projects to play with as well as there is a table where the staff is presented. Each of them have its own ability and by simply assigning staff to specific tasks each week, the user learns how to manage to do the project. The main goal of this game is to finish the project on time and avoiding going over the budget. This game gives an idea how the project might look like which will check the knowledge of the user and may increase their understanding of the subject through enjoyment. In the project, the games and quizzes will be simple and accessible, for example, crossword puzzles or answering multiple-choice questions. The first part of the project will be focused on a working UI (user interface) simultaneously doing research on what games or quizzes should be added, afterwards development will start on these aspects. The website will be tested for functionality and if it displays the correct content. Finally, while doing research and working on the UI, work will also start on a report that will be documenting the development of the project. This report will also be used for describing how the game works and what is the role of project management as well as, how software engineering affects it. This project will allow other users to learn more on planning a project, how to do project research and learn about web and light game development. Finally, people will be able to understand risk-mitigation and how project management contributes to everyday life. For instance, how to tackle a job with the variety of skills that come with studying project management like task and time management. PMBOK guide [2] states that “Project management is the application of knowledge skills, tools, and techniques to project activities to meet the project requirements”. The notion of literacy system refers to the knowledge, skills, and ability to understand, communicate or even assess complex contexts and terminology in a variety of domains. For instance, in its traditional form, literacy refers to the ability to read, write or use maths. Today, the notion has been expanded in many domains, for example computers (computer literacy) or money (financial literacy). As a student knowing what is a Project management system will give me perspectives how companies work with projects as well as how people inside the company organize tasks. Several Web systems exist that support such notions of literacy and respective learning in many domains. However, currently, there is no such system dedicated, in a holistic way, to software project management concepts, terminology, and associated skills. The goal of the project is to develop a Web-based (HTML5-based) prototype of such a system, including a few games (at least one), quizzes or other appropriate means to support software project management learning. The project involves a significant component of literature review of the most well-known project management methodologies/frameworks (e.g. Prince2, PMI/PMP) and relevant research on project management learning approaches and their supporting software systems. Moreover, by playing games the knowledge can be adopt better and can stimulate brain by fun, and not only by reading long text.

2. Timeline



TASK/MILESTONE	START DATE	DURATION	END DATE	DESCRIPTION
Choosing tools to my project	21-Sep	7	28-Sep	Making decision what and how my project should be done
Setting up GitHub repository and dairy	29-Sep	1	30-Sep	The GitHub will keep my data save in the repository in case of unexpected accident
Making a working prototype of the UI	01-Oct	19	20-Oct	Making first prototype of a working website
Testing the prototype of the UI	21-Oct	1	22-Oct	Making sure that the prototype is working and can go to the next task
Making research about game(s)	14-Oct	6	20-Oct	Research about which game choose to add to the website which also be adequate to the given task
Choosing the game and its type	21-Oct	1	22-Oct	Making decision which game will be adequate
Relevant Game(s) implementation	21-Oct	15	05-Nov	Adding game to the UI of the system
Testing the game(s)	05-Nov	1	06-Nov	Making sure that the game is working and is doing of what was asked for
Report: Description of the game(s)	06-Nov	4	10-Nov	Writing in the report everything what was done with the game and what is doing
Report: Description of the UI	10-Nov	5	15-Nov	Describing in detail what and how the UI system works
Report: A set of project management terms	16-Nov	6	22-Nov	Adding management terms to the report to make it more academic
Report: A description of the prototype implementation	23-Nov	7	30-Nov	Continue the report where a description of the prototype implementation will be given
Last check for the submission	01-Dec	0	01-Dec	Check if everything is working and can be submitted
General research and attempt to nearly finish Web-based UI	18-Dec	20	04-Jan	During winter brake prepare for final phase of the project and do general research
A fully functional Web-based UI	05-Jan	16	21-Jan	A fully function Web which allows for definition of terminology and to play the games developed

The system should allow for users to add new terms or documents	17-Jan	4	21-Jan	Possibility for user to add new terms or documents
A fully function set of games integrated within Web system	22-Jan	12	02-Feb	Making sure that when user is nearly finish, for instance, chapter, the game will appear to check his/her knowledge
Report: Description of the software engineering process	03-Feb	3	06-Feb	Writing in the report about the software engineering process involved in developing the system
Report: Documentation of the relevant background theory	07-Feb	2	09-Feb	Writing in the report about the documentation of background theory in PM frameworks
Report: Description of the UI design and architecture of the implemented system	10-Feb	2	12-Feb	In the report the UI design will be describe in details and architecture of the implemented system
Report: Description in details the games developed as part of the system	13-Feb	2	15-Feb	Continue writing the report as well as adding detailed description of the game as part of the system
Preparing for the project draft submission	15-Feb	1	16-Feb	In this time, making sure that everything is working and only minor work needs to be done to finish the project fully
Report: Suggestions for further work	19-Feb	7	01-Mar	In this stage the report will reflect on advantages and shortcoming of literacy systems of this kind and will propose suggestions for further work
Finalizing report	02-Mar	12	14-Mar	Final minor corrections need to be done with the report and its style
Last check and making sure that everything is done and works	15-Mar	7	22-Mar	Making sure that everything is working as well as everything is on the right place
Submit the project	23-Mar	0	23-Mar	Submit done and fully working project

3. Bibliography

[1] Office of Government Commerce. Managing Successful Projects with PRINCE2. TSO (The Stationery Office), 2009.

- This book will give me information about, PRINCE2 method, what does the Project Management do? As well as how can I tailor the use of PRINCE2 for my project.

[2] PMBOK guide. A GUIDE TO THE PROJECT MANAGEMENT BODY OF KNOWLEDGE. Project Management Institute. 2013

- The PMBOK guide will help me to understand in detail what is project management and will help me to implement it in to my project for instance, when describing what it means the book will help me with the definition.

[3] PMI, Project Management Institute. Available at: <https://www.pmi.org/about/learn-about-pmi/what-is-project-management>

- This website gives me basic knowledge about Project Management as well as its values.

[4] <http://thatpmgame.com/>

- Really simple website where the game can be played and in the same time learn about project management. This will give an opportunity to create a picture how a game could look like.

4. Risk Management

1. Risk to be aware of is being unable to finish the project on time
 - To avoid this, it will be saved on GitHub where the entirety of the project will be stored, if the projects gets deleted unexpectedly it can be restored.
2. Health-related issues
 - To avoid delays due to work should be done in advance, so that the time lost will not affect the development of the project.
3. Scope creep
 - The project needs to be done according to the main premises making sure to not suffer from scope creep.
4. Not finishing all deliverables
 - It can be prevented by understanding the project requirements.
5. Unexpected circumstances
 - One important aspect of risk management is avoiding unexpected circumstances such as the project being damaged. To avoid this, it is important to make substantial steps in the planning stage of the project. If enough planning is done, then anyone on the project should be able to expect the unexpected.