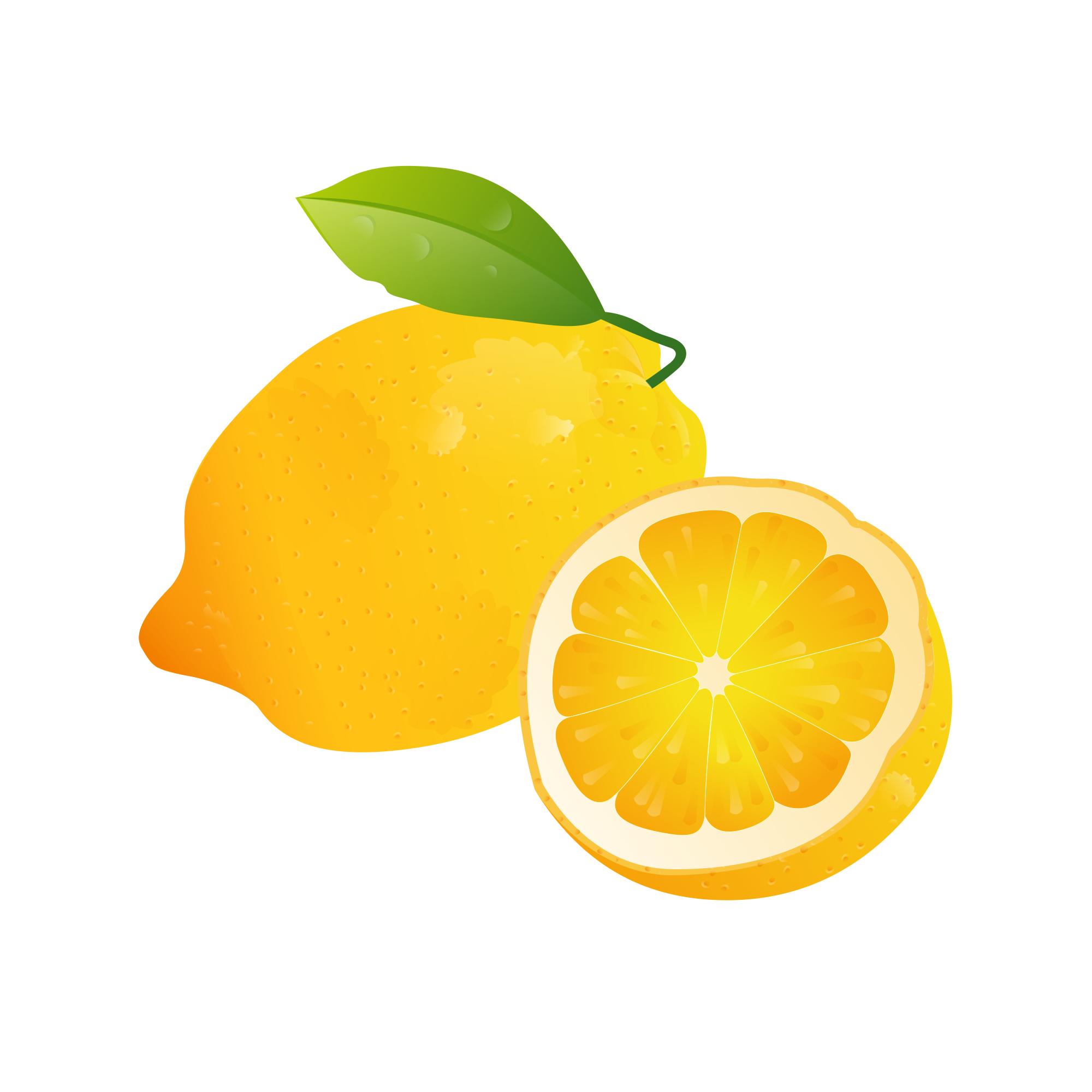
**Software Project Management Plan**

**<Life’s Lemonade>**

<October 1st, 2022>

**Team Members**

<Kevin Floyd>

<Andrew Floyd>

<Andres Garcia>

<Forrest Spencer>

Document Control

**Change History**

| **Revision** | **Change Date** | **Description of changes** |
| --- | --- | --- |
| V1.0 | 10/01/2022 | Initial release |
|  |  |  |

**Document Storage**

This document is stored in the project’s GitHub repository at: https://github.com/kfloyd-cyber/CommerceBankApp

**Document Owner**

Kevin Floyd is responsible for developing and maintaining this document.**Table of Contents**

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# **Overview**

## *Purpose and Scope*

Life’s Lemonade is a project that is being initiated to provide a web application where consumers can create and manage fundraisers. The expectations from this project is that fundraisers will be able to be created and managed in order to raise money for a charitable cause that is needed to assist those in need. It is not expected to be used in regard to nefarious or deceitful aspirations. This project idea was brought about in order to fulfill a requirement for Commerce Bank that is overseeing the project progress. The purpose of the project addresses the need for the public to be able to give back and offer help to those in need and not just necessarily through big corporation charitable fundraising efforts. This project gives every person the means to be able to reach out for help through the web portal when they are needing monetary help with problems that arise in their daily lives.

The project will include a web application page that consumers can navigate to and will be able to create a profile for login to access the services provided. The project will host fundraisers on the home page that registered users created. Users will also be able to monitor progress and update self-created fundraisers. Users will also be able to send donations to other fundraisers.

## *Goals and Objectives*

Project goals:

1. Establish a web portal for users to be able to register and create fundraisers.

Project objectives:

1. Create a database on fundraisers that registered users create.
2. Create software that allows access to the database to registered users in order to donate to other fundraisers.
3. Create a profile interface that users can use to update and monitor self-created fundraisers.

## *Project Deliverables*

The following will be delivered on or before 12/5/2022:

1. Source code for web application for the system via GitHub.
2. User’s Guide
3. Architecture Document
4. Test Plan
5. Test Cases
6. Test Report
7. Requirements Documentation
8. Team Effort Estimation
9. Project PowerPoint and Video Presentation

## *Assumptions and Constraints*

Assumptions:

1. Software will not be modified later on once implemented.
2. The software will only be used for fundraising charitable conditions only.

Constraints:

1. The software must be able to be run on any web browser.
2. The database must be open source.
3. The .Net framework must be used in order to receive feedback from Commerce Bank in regard to progress and assistance.
4. Every team member must equally contribute to the overall success of the software and presentation
5. The software must be ready for release no later than 12/5/2022.

## *Success Criteria*

* The project will be deployed to Azure’s web server once software is complete.
* All use cases in the requirements specification are delivered.
* 10% code coverage is achieved at a minimum.

# **Startup Plan**

## *Team Organization*

Project Manager: The project manager is responsible for creating the project plan (with input from those doing the work), managing risks, running the team meetings and ensuring schedules are met. Name(s) include Kevin Floyd

Programmers (4): Programmers are primary responsible for coding and unit testing modules. They are also expected to take part in architecture planning and team meetings. Name(s) include Andrew Floyd, Kevin Floyd, Andres Garcia, and Forrest Spencer.

Document Organizer: The documentation organizer is responsible for setting up, and completing the required project documentation. Name(s) include Andres Garcia, Kevin Floyd

## *Project Communications*

Project communication was discussed and the agreed up plan was setting up a discord channel to discuss questions/concerns/progress and to also have team meetings weekly. Text message also provided the means for more instant connection and communication if any urgent news or requests for time changes were needed.

## *Tools*

* Programming Language – C#, JavaScript, HTML, CSS, MySQL
* Version Control – source code and written artifacts will be stored in a GitHub repository.
* Build tools – local and main builds will be done using Visual Studio and their .Net Framework library.
* Automated testing – unit tests will be implemented with the Moq testing framework.
* Server – The software will be deployed on an Azure’s web server.

# **Work Plan**

## *Activities and Tasks*

The major tasks for the project included a Relational MySQL database architecture created, a Frontend UI in a web browser for users to interact with the project, and functionality including; register and signing in users, creating a fundraiser and listing all available fundraisers on a homepage, and giving the ability to donate to existing fundraisers to meet goals set.

## *Release Plan*

The release plan was to have all source code functionality completed by 11/26/2022, one week prior to the expected release date of the project. Then the project was to be hosted on Azure after code testing was finished. Video presentation from the group on the project was set to be completed by 12/5/2022.

# **Control Plan**

## *Monitoring and Control*

Plans for tracking progress include weekly team meetings and source control services from GitHub repository.

Weekly – Team meeting. Project participants report status, progress and potential problems.

10/1/2022 – Critical Design Review. Formal inspection of product architecture.

12/3/2022 – Final Team Review. Team will get together over 2 work days and go over all tasks and review documentation and get ready for project release presentation to sponsor Commerce Bank.

## *Project Measurements*

| **Phase** | **Measurement** | **Source** |
| --- | --- | --- |
| Release Planning | Record effort estimates for product features | Mgr |
| System Test | Record the rate at which errors are found. | Pgr |
| Project Closeout | Finish and submit all documentation and ensure source code is up and running on hosted server. | Mgr/Pgr |
| Ongoing | Monitor defects and risks discovered form release for one year and fix bugs and errors discovered after deployment. | Mgr/Pgr |

# **Supporting Process Plans**

## *Risk Management Plan*

One risk for the project would include developers that are unfamiliar with tools required to complete the project. One way to mitigate this is to have everyone go through .Net framework training along with SQL database training prior to iteration scheduling be started.

Another risk is not being able to get more than 10% code coverage at the time of project release. This is a minimum requirement for the project to be able to release the completed version but with 10% code coverage, there is functionality that won’t be covered and that could be a risk down the road on release. One way to mitigate this is to go over the 10% minimum and get as much as possible with any down time the developers may free up during any iteration.

Another risk would be if any team member does not complete the assigned tasks to them through group deliberations. If team members at any point go dark or do not complete the assigned tasks, than that creates an issue in the release schedule date being met. Weekly meetings were designed to discuss potential issues any developer is having and to check progress on assigned tasks to make sure scheduling is being met.

## *Configuration Management Plan*

1. All project items (documents, source code, test cases, program data, test data, etc) will be stored in the GitHub repository but not all will be under change control (subject to formal change control procedures.)
2. Including a change history with all source code changes is required. The change history should be at the front of the work item and include: (1) the name of the person making the change, (2) brief description of what has changed, (3) reason for the change, and (4) the date the change was integrated. This was already set up and required for commits to the GitHub repository the way the project was initialized.