

# Software Project Management Plan (SPMP) for Snakes And Ladders Project

*Baseline version 0.1*

*Issued on : July 27, 2014*

Issued by : Andro Eliezer

Issued for : RPL Lecturer

**Signature**

The following signature indicates approval of the enclosed Software Project Management Plan.

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AnotherBlabla Client Executive Committee representative

## Change History

Version	Date	Author	Changes
0.1	August 27, 2012	Andro Eliezer Pratama	initial version

## **Preface**

This document delivers the proposed plan to be taken by us, Inc. to meet the needs of software for the lecturer. In order to do so, it will deal only with the delivery of the software components in regards to the related project, which have dependencies on the hardware and network portions of the product, which the lecturer has been notified beforehand.

This document is created purposely for Lecturer. This document will be used by Snake And Ladder Client's project leader as well, and by project members and participants as a guidance to keep things accordingly.

This SPMP is intended to be used for the making of Snake And Ladder project. So the lecturer will know our project and how our group make the project to a reality. deliver the product, it shall also be used by Github's project manager as a plan for conducting the product, and by project participants as a reference to project plans and processes.

## ***Important Notes for Soft-copy Viewing***

If you are viewing the softcopy version of this document, it will have been provided in Adobe Acrobat PDF format, which allows collection of output from multiple sources into a common format, presented in the way the source application intended.

It is highly recommended that the document be viewed with a suitable application from the Adobe Acrobat family, version 6.0 or higher as intermittent visual glitches have presented themselves when testing the document on Adobe Acrobat Reader 5.0.

In the annexes, some pages have much larger than normal paper sizes which may appear to be very small and illegible in the Acrobat program. There is sufficient resolution stored in the document for these pages to be enlarged using Acrobat's zoom controls. Using the zoom controls, the content will be legible. As an example of why this was done, the network diagram was reduced from 180 pages in 8.5" x 11" paper size, to 9 pages in this document, resulting in a much more easily comprehended diagram.

Acrobat's page numbering feature has been used so that the document is easily navigable. The PDF page number corresponds to the document page number, inclusive of pages numbered with roman numerals.

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# Chapter 1

## INRODUCTION

### 1.1.Project Overview

This section of the document is an introduction to Agile proposal to complete Snake And Ladder game. It will describe the purpose of the project and the objectives that are to be accomplished, the assumptions and constraints that underlie the effort, the deliverables that will be produced by the project, and a summary of the project schedule and budget.

#### 1.1.1. Purpose, Scope, and Objectives

The purpose of this project is to analyze the requirements of, design, implement, maintain the software for Snake And Ladder game Client, which is designated specifically to help in monitoring Snake And Ladder game according to the requirements specified by the client.

Any activity directly relates to the purpose is considered to be in scope, otherwise it is considered to be out of scope. For instance, hardware failure is out of scope of this project.

The objectives of the project are mentioned as follows :

- Complete the project by the due date
- Complete the project within the budget
- Provide all deliverables identified in section 1.1.3 by the due date
- Meet all the requirements that are mentioned in the SRS, which fall into one of these categories
  - o Central database
  - o Desktop application
  - o Backend

#### 1.1.2. Assumptions and Constraints

Here is the list of all assumptions that are made :

- This project is a small project
- This project will deliver only the software project
- The hardware is not included in this project, and is handled as a different project.  
Hardware is assumed to be ready at least by the end of this project.

Here is the list of all constraints that are made :



- Budget
  - \$0,000
- Time
  - 1 month
  - After the software is installed on the hardware, it will take 30 days for AnotherBlabla Client to install the physical hardware in the permanent location
  - After the physical hardware is permanently installed, Snake And Ladder game Client will have 60 days of free maintenance. After that, maintenance fee will not exceed \$500 per year.
- Staff
  - A representative from Snake And Ladder game Client will be required to assist in the requirements making. This representative will have the full authority in creating the final requirements, which will be evaluated and agreed by Blabla .Inc.

## **1.2.Project Deliverables**

Here is the list of all items that will be available by the completion of the project.

- Snake and Ladder game in jar and its java source code
- Documentation of Snake and Ladders game
- Project documentation
  - Software Project Management Plan (SPMP)
  - Software Requirement Specification (SRS)
  - Software Design Description (SDD)
  - Software Test Documentation (STD)
  - Software Test Plan (STP)
  - Software Quality Assurance Plan (SQAP)
  - Software Configuration Management Plan (SCMP)

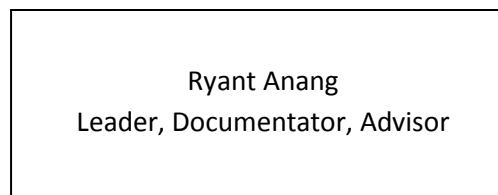
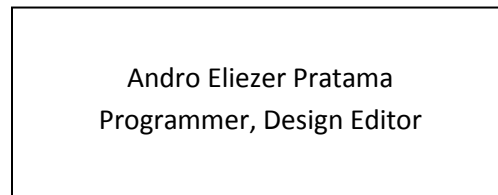
## Chapter 2

### PROJECT ORGANIZATION

#### 2.1. Software Process Model.

The Project created through trial and error. The project will be made by numerous times of trying and testing to find it's weakness and rebuild it to become more usable. It will be delivered as a game with jar format. Jar is an executeable java source code. As we use java to create the project, we considered to compile and save it as Jar. The project will be published at Github which is directed from our lecturer. The game will be able to be played by any user and its source code its free to downloaded through github.

#### 2.2. Internal Structure



#### 2.3. Roles and Responsibilities

*In general, this part gives information about who will be responsible in doing tasks or deliverables that are needed. As a suggestion, you can use Responsibility Assignment Matrix (RAM). Definition about RAM can be found online or on literature. Following is an example of how RAM looks like. As a side note, you are required to have at least 25*

*WBS (main WBS), therefore you should at least have 25 ID's in this table. Every individual that is mentioned in your internal structure (2.3.) must be included in this table as well.*

ID	WBS	Deliverables	Project Leader	Programmer
1	1	Select Project	L	
2	1.1	Learn project's requirements	L	
3	1.1.1	Search for required software	L	
4	...	Install Java and IDE		L
5	1.2.4	Adept to Netbeans(IDE) and Java		L
6	1.2.4.1	Designing snakes and ladders's game	L	
7	1	Creating report	L	
8	<b>Key</b>	Seek for Approval	L	
9		Redesign the game		L
10		Start on Writing source code		L
11		Trial and error		L
12		Experiment on the game	L	
13		Design model/ background and picture for the game		L
14		Surveying	L	
15		Recoding		L
16		Presentate the game	L	
17		Documentating	L	
18		Reviewer	L	

## **2.4 Tools and Techniques**

Use this part to list all tools and techniques that you will use in this project.

Tools :

- Java SE Development Key 7.0
- Netbeans 8.0
- Github manager
- Photoshop 7.0

Techniques :

- Trial and Error
- Experiment
- Collect Opinion from user
- Redesign the game

## Chapter 3

### PROJECT MANAGEMENT PLAN

#### 3.1.Work Activities

ID	WBS	Task Name	Duration	Predecessors	Successors
1	1	Select Project	1 week		
2	1.1	Learn project's requirements	1 hour		
3	1.1.1	Search for required software	2 hour	2	
4	1.1.2	Install Java and IDE	...	...	...
5	1.2.3	Adept to Netbeans(IDE) and Java	...	...	...
6	2.1.1	Designing snakes and ladders's game	1 day	180	201
7	1.15.1	Creating report	1 day	198	
8		Seek for Approval	1 day		
9		Redesign the game	1 day		
10		Start on Writing source code	1 day		
11		Trial and error	1 week		
12		Experiment on the game	3 day		
13		Design model/ background and picture for the game	3 day		
14		Surveying	1 week		
15		Recoding	2 day		
16		Publish the game	1 day		
17		Documentating	2 day		
18		Reviewer	1 week		