Software Project Management Plan for "Online Food Ordering System"

1. Introduction

In the project, a system has to be designed to support an online food ordering system. The software application to be made consists of at least three main functions, which must interact using the internet. The application may involve basic e-commerce activities, such as customers' login, placing orders. The entire system has to be developed (in JAVA) in a way that is easy to maintain and extend.

I. Project Overview

This project is to create a prototype of an online food ordering system. It is an online application like a virtual system on the Internet where customers can order food and receive parcels delivered to their home steps. The customer can create their own user id for accessing this system frequently. The customer will be asked to fill in payment information for placing an order. A notification is sent to the customer's email as soon as the transaction will be done and every time notification will be sent to the users after a successful delivery.

II. Project Deliverables

1. Feasibility Study	10.01.2022
2. Requirement Analysis	20.01.2022
3. Requirements Specification	01.02.2022
4. Low Level Design	17.03.2022
4. High Level Design	16.05.2022
5. Coding and Unit Testing - Login Module	22.06.2022
6. Coding and Unit Testing - Admin Module	09.08.2022
7. Coding and Unit Testing - User Module	18.10.2022
8. Integration Testing	13.12.2022
9. Delivery	13.12.2022 - 27.12.2022

III. Evolution of this document

This document will be updated as the project progresses. Updates should be expected in the following sections:

- i. References updated as necessary.
- ii. *Definitions, acronyms, and abbreviations* updated as necessary.

@ESC501 Page 1 of 8

- **iii.** *Organizational Structure* will be updated as the team leaders are assigned for each phase.
- *iv. Technical Process* this section will be revised appropriately as the requirements and design decisions become clearer.
- v. *Schedule* as the project progresses, the schedule will be updated accordingly.

Revision History

Revision	Date	Updated By Update Comments	
0.1	24.12.2021	Ayushi Dey	First Draft

IV. References

- i. Project Report of Online Food Ordering System
- ii. Online Food Ordering System Advantages and Disadvantages
- iii. Online Food Ordering History and Types

V. Definitions, Acronyms, and Abbreviations

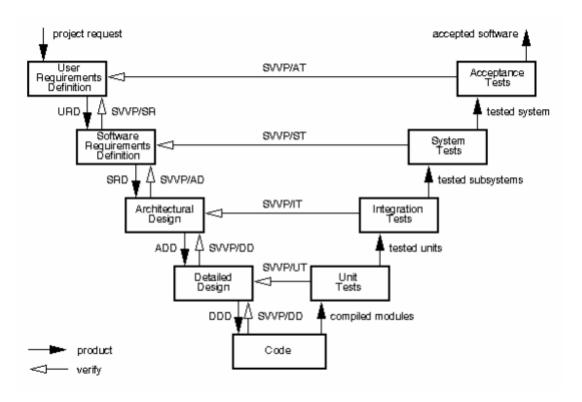
- i. UML Unified Modeling Language
- ii. DD Detailed Design
- iii. DDD Detailed Design Document
- iv. PM Project Manager
- v. QAM Quality Assurance Manager
- vi. SCMP Software Configuration Management Plan
- vii. SM Senior Management SPMP Software Project Management Plan (this document)
- viii. SQA Software Quality Assurance
 - ix. SQAP Software Quality Assurance Plan
 - x. SR Software Requirements
- xi. SRD Software Requirements Document
- xii. STD Software Transfer Document
- xiii. STP Software Test Plan Submitter Application that submits jobs to dispatchers
- xiv. SUM Software User Manual
- xv. SVVP Software Verification and Validation Plan
- xvi. TBD To Be Decided
- xvii. TR Transfer Phase
- xviii. UR User Requirements
- xix. URD User Requirements Document
- xx. UTP Unit Test Plan
- xxi. VPM Vice Project Manager
- xxii. VQAM Vice Quality Assurance Manager

@ESC501 Page 2 of 8

2. Project Organization

I. Process Model

The process used for this project will be a V-model such that each stage of the model allows us to do testing after completing phases. Referring to the diagram below, each phase is tested after completion.



II. Organizational Structure

Name	Organization/ Position	Contact Information	
Ayushi Dey	ITech Project Manager	ayushirakshitdey@gmail.com 9641099272	
Ayushi Dey	ITech Business Analyst	ayushirakshitdey@gmail.com 9641099272	

@ESC501 Page 3 of 8

Days	Deliverabl	Team Leader	Deliverable Description	
	e			
10	1	Ayushi Dey	Feasibility Study	
8	2	Ayushi Dey	Requirement Analysis	
8	3	Ayushi Dey	Requirements Specification	
32	4	Ayushi Dey	Low-Level Design	
42	5	Ayushi Dey	High-Level Design	
27	6	Ayushi Dey	Coding and Unit Testing (Login Module)	
34	7	Ayushi Dey	Coding and Unit Testing (Admin Module)	
50	8	Ayushi Dey	Coding and Unit Testing (User Module)	
40	9	Ayushi Dey	Integration Testing	
10	10	Ayushi Dey	Delivery	

III. Organizational Boundaries and Interfaces

Team leaders throughout each development of the phases will be responsible for coordinating team meetings, updates, communications, and team deliverables.

IV. Project Responsibilities

For the most vital responsibilities per phase of each team member, please refer to segment 2.2. Ultimately the project team is responsible for the successful delivery of the product. The team member tasks per deliverable according to expertise and the phases are as given below:

- 1. Project Plan Whole Team
- 2. Requirements Specification TBD
- 3. Analysis TBD
- 4. Architecture Specification TBD
- 5. Component/Object Specification TBD
- 6. Source Code TBD
- 7. Test Plan TBD
- 8. Final Deliverable Entire Team

Name	Organization/ Position	Role/Responsibilities	
		Managing and leading the project team.	
Ayushi Dey	ITech Project Manager	 Developing and maintaining a detailed project plan. 	

@ESC501 Page 4 of 8

		 Monitoring project progress and performance. Managing project evaluation and dissemination activities. Develop corrective actions when necessary.
Ayushi Dey	ITech Business Analyst	 Prepare reports on project plans, status, progress, risks, deadlines and resource requirements. Develop and perform work flow analysis to find out the difficulties in reaching goals. Provide project cost estimates.
Ayushi Dey	ITech Designer	 Propose effective design solutions to meet project goals. Prepare design layouts and sketches according to company design standards. Keeping of records and files.
Ayushi Dey	ITech Staff	 Documentation of daily activities. Making kick-off meeting reports. In-charge of materials needed for team building activities.

3. Managerial Process

I. Management Objectives and Priorities

The management objective is to deliver the product in time and of high quality. The PM and QAM work together to achieve this by respectively checking that

@ESC501 Page 5 of 8

progress is made as planned and monitoring the quality of the product at various stages.

II. Assumptions, Dependencies, and Constraints

In this project plan, a number of factors are taken into account. The following list shows the way milestones on various project phases have been scheduled:

- The team budget of 3 persons x 365 hours = 1095 hours
- The project deadline of December 27th, 2022.
- The final presentation is on December 27th, 2022.
- Other days the weekends holiday is closed (June 5th, June 12th, June 19th, June 26th, July 3rd, July 10th, July 17th, July 24th, July 31th, August 7th).

NOTE: Due to the deadline of 27th December 2022, running out of time will have its reflection on the product, and not on the duration of the project. By assigning a priority to every user requirement, a selection can be made of user requirements that may be dropped out if time runs out.

III. Risk Management

This section mentions any potential risks for the project. Also, schedules or methods are defined to prevent or to reduce the risks as below:

- i. Technology risk
- ii. People risk
- iii. Financial risk
- iv. Market risk
- v. Structure/process risk

The following are the possible risks to be encountered during the development of the project and how they can be prevented.

1. Miscommunication

Prevention: Team members should not hesitate to ask and re-ask questions if things are unclear. Team members should have a written copy of the tasks assigned to them every meeting.

Correction: When it becomes clear that miscommunication is causing problems, the team members should gather in a meeting to clear things up.

2. Time shortage

Prevention: Care is taken to plan enough spare time. *Correction*: When tasks fail to be finished in time or when they

@ESC501 Page 6 of 8

are finished earlier than planned the project planning is adjusted

3. <u>Illness or absence of team members</u>

Prevention: Team members should warn their team leader or the PM timely before a planned period of absence.

Correction: Work can be taken over quickly by someone else or be distributed among the team members if a person gets ill.

Monitoring and Controlling Mechanisms:

The monitoring of progress is done by the PM using the following means:

Project Kick-off Meetings

The project group meetings take place within the class room or through chat. These meetings are meant to inform each other of the progress made on various tasks and to assign new tasks.

Progress Report

Progress report is done every Friday. This is meant to inform and show the progress in the development of the project and how things are going.

IV. Monitoring and Controlling Mechanisms

The monitoring of progress is done by the PM using the following means:

- i. Weekly project status meetings
- ii. Shared document repository
- iii. Project tracking by MS project plan
- iv. Tracking utilizing baselines in MS project

4. Technical Process

I. Methods, Tools, and Techniques

The project will be implemented utilizing V-model methodology, and tools such as Dreamweaver, Microsoft Project, Star UML, Java, MySQL, QTP, and Load Runner will be utilized. The risks for each category are listed to complete the project successfully. For each risk, a description, a probability of occurrence, the associated action and the impact of the risk are given.

II. Software Documentation

Documentation such as Project Charter, Business Requirement Document, Functional Specification document, Cost Benefit Analysis, Technical Specification document, Detail Design Document, Test Plan, Implementation Plan, Detailed Project Report, and Benefit Realization document.

@ESC501 Page 7 of 8

III. Project Support Functions

All project support documents will be completed in applicable phases.

5. Work Elements, Schedule, and Budget

- **I.** The project is accounted for project resources, technologies and tools required to whole analysis, implementation, and test of the application.
- **II.** The project lead will be rotated for each phase within 5 team members.
- **III.** The document for all phases will be revised in subsequent phases if applicable.

Budget and Resource Allocation

1,25,000.00
20,000.00
s. 4,45,000.00

Schedule

■ Online Food Delivery Management System	261 days	Mon 12/27/21	Tue 12/27/22
Feasibility Study	10 days	Mon 12/27/21	Mon 1/10/22
Requirement Analysis	8 days	Mon 1/10/22	Thu 1/20/22
Requirement Specification	8 days	Thu 1/20/22	Tue 2/1/22
Design	74 days	Tue 2/1/22	Mon 5/16/22
Low Level Desgin	32 days	Tue 2/1/22	Thu 3/17/22
High Level Design	42 days	Thu 3/17/22	Mon 5/16/22
Coding and Unit Testing	111 days	Mon 5/16/22	Tue 10/18/22
Login Module	27 days	Mon 5/16/22	Wed 6/22/22
Admin Module	34 days	Wed 6/22/22	Tue 8/9/22
User Module	50 days	Tue 8/9/22	Tue 10/18/22
Integration Testing	40 days	Tue 10/18/22	Tue 12/13/22
Delivery	10 days	Tue 12/13/22	Tue 12/27/22

@ESC501 Page 8 of 8