# **Project Implementation Plan – Website Project** **Bohdan Savula** **CIS Project Management** **02/07/2025** **1. Introduction**

The goal of this project is to develop a user-friendly mobile website for our class, it is called (ClassMate) and provides the students and teacher with a central gathering place for learning materials and communication. The website will include:

A home page with navigation links

A syllabus page for course guidelines

Lecture notes and instructional materials

Links to relevant resources (textbook, project management websites)

Personal pages for students

A bulletin board and chat room for discussions

### **Project Duration:** This project will be completed within three months and is divided into several phases of planning, development, testing and deployment.

### **Key Stakeholders:**

Project Sponsor: Instructor

Project Manager: Bohdan Savula

Project Team: Classmates

End Users: Students and Instructor

### **Project Constraints:**

The website must be mobile-friendly

The project must be completed within three months

Limited budget and development resources

**2. Project Management Plan Outline**  
  
**1. Project Scope Management**  
Purpose: This section will outline the features and pages that will be on the website, allowing us to focus on what we will need. It also helps prevent unplanned extra work from being added so that the project does not get out of control.  
**2. Project Schedule Management**  
Purpose: Establishes a structured timeline with deadlines for major phases, ensuring the project is completed on time.  
**3. Project Cost Management**  
Purpose: Estimates the cost of tools, hosting, and development resources to stay within budget.  
**4. Project Quality Management**  
Purpose: Ensures that the website meets usability, performance, and accessibility standards for a smooth user experience.  
**5. Project Resource Management**  
Purpose: Assigns roles and responsibilities for tasks such as content creation, coding, and testing.  
**6. Project Communication Management**  
Purpose: Defines how updates and changes will be communicated between the project team and instructor (emails, chat, progress reports).  
**7. Project Risk Management**  
Purpose: Identifies risks such as delays, technical issues, or scope creep and outlines mitigation strategies.  
**8. Project Procurement Management**  
Purpose: Details if any external tools, plugins, or resources will be purchased for website development.  
**9. Project Stakeholder Management**  
Purpose: Ensures clear communication and engagement between the instructor (sponsor) and students (users) throughout the project.

