KFC

A Single Sign-On Solution

Project Plan

Document Drafted By:

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Dev Team	**Team Leader**
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Spyderz	Jonathan Asencio | 014245983
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Revision History

Date	Version	Description
2/18/19	1.0	First draft delivered to client

Introduction

This document has been created to give an understanding of how the project will be completed. This document will give an estimation of costs, time, and deadlines for the project. It will allow the participating teams to plan the schedule and resources needed for the project and to track progress. This document is subject to change depending on future circumstances.

Risk Management

This section will document the risks associated with our single sign-on platform and how the teams will respond to changes to scope, budget, and scheduling. Any changes that alter scope, budget, and/or scheduling more than 10%, as determined by the team, will require renegotiation with the client to address these changes and come to an agreement.

Scope Creep

Additions to the scope of the project will be discussed with the team. This discussion will decide whether the amount of work can be absorbed into the milestones so the project will be completed on time. If the additional work cannot be completed within the on-going milestones, then the teams will have to come to an agreement with the client about what changes to make to either keep the scope the same by cutting or postponing another feature, adding more budget for more hours, or scheduling more team members to complete the project.

Budget Changes

Budget cuts by the client will require a discussion among the teams to see if the remaining work can be completed with less budget. This discussion will decide whether the smaller budget will impede access to the needed software/hardware requirements of the project and whether the smaller budget will mean that either the team must be reduced in size or be required to work fewer hours. If the smaller budget means that the team cannot complete the work in the correct amount of time or that the smaller budget will impede access to necessary software/hardware, then the team must negotiate with the client and resolve these issues.

Scheduling

Scheduling changes by the client will require a discussion among the teams to see if the schedule changes are feasible. If the changes, such as reordering of deliverables, can be completed without impact to any dependencies, the schedule will be changed according to client needs. If the changes cannot be completed in the order requested by the client, the team will meet with the client to address the schedule issues. Scheduling changes by any member of the team (a member of the team leaving, a new member arriving, or any sudden change in an individual's schedule), will require a team meeting to discuss the impact of these changes. If the changes to the schedule require significant reworking of the schedule, the teams must meet with the client and address these changes.

Process

Our teams will ensure that risks are actively identified, analyzed, and managed throughout the life of the project. Risks will be identified early to minimize their impact.

Identification

Risk identification will involve the project's teams and the client.

Analysis

Risks will be assessed to identify possible outcomes. Qualification will be used to determine which risks are of highest priority.

The probability and impact for each risk will be assessed using the following approach.

Risks are ordered by priority along with what we will do to minimize the risk and what is the point at which we would not be able to recover if the risk reaches a specific limit.

Risk	Description	Impact	Probability	Mitigation Strategy	Risk Limit
Insufficient time	During our sprints, there is a possibly that the teams will not have enough time to complete all system features.	High	High	We will continue to update the project plan as the project progresses to make sure we know how much time we have to complete a certain feature. We will communicate with the client to make sure we complete the highest priority features first.	We cannot allow for the project to fall behind to the point in which a sprint becomes behind schedule. If this ever occurs, we would not be able to complete a separate milestone along with what we haven't finished. It would be too much work and the project would fail.
Requirement changes	There could be changes in requirements that can affect the schedule. These changes are based on the client and their decision in what the feature should do.	High	High	The teams will meet with the client at the end of every milestone to minimize the impact from a change in requirements. Staying on schedule will also assure us that a change in requirements won't push us back too much. Our team is also keeping in mind that a change in requirements is very likely to happen.	Changes in requirements should not reach the point of adding more than 500 hours of work to the project. We are limited in time and a big enough change in requirements would cause our project to fall to far behind schedule.
Team member availability	This is the limited availability of the teams members during our regular planned milestones and during school breaks. This is also based on the chance that at least one of our team members may transfer to another project.	Medium	Low	Team meetings and good communication among teams to minimize the impact of a team member being absent for a period of time. Online meetings and check ups are also great in case they are not able to show up to the meetings.	Having a team member absent for over a week will impact the completion of work for that sprint. This results in our team unable to have the planned work delivered by the due date as our timeline was split based on the hours of all the team members.

Natural Disaster	Having an unforeseen disaster that prevents our team from working on the project. This can include but is not limited to earthquakes.	Low	Low	There is nothing we can do to prevent this. Chances are very low that it would happen.	A disaster that prevents the team from doing work for over a week or more would cause the project to fall behind or fail.

Overview

Project Overview

KFC is a single sign-on platform that allows its users to have a uniform experience of all applications available to them through the means of a secure, customizable, and simple single sign-on portal. This platform may allow applications of an organization or company to be centralized under one login/registration portal with accessibility to each application integrated to the platform.

Assumptions and Constraints

The participating teams of this project will be limited on budget and time. We are all currently California State University, Long Beach students in a senior project class and our time is limited by each member's schedules throughout the scope of the class. As students, our budget is limited as well.

Business Drivers (Values)

1. Simplify authorization and authentication
2. Increase awareness to the user of existing applications

Project Deliverables

These deliverables will be turned in to our client at their specific due dates, which are explained in more detail in further sections of this document.

- Logging into SSO portal as non-existing user
- Logging into SSO portal as existing user
- Reset Password in SSO portal
- Automated application synchronization
- New user registration to SSO portal
- New user registration to SSO portal
- Delete existing user from SSO portal
- Delete user from individual application
- Session timeout
- Logout of SSO portal
- Notify user of application maintenance
- Display individual applications available
- Existing user registration to SSO portal

Evolution of Document

This document will be updated as our project progresses. The table at the beginning of the document illustrates the document's current version and the date it was updated.

Resources

- Project Lead - Alfredo Vargas
- Project Coordinator - Abi Castro

Dev Teams

Team	Alias*	Member	Role
Fantastic 5	F5	*Bryce Moser*	*Team Lead*
		Abi Castro	Developer
		Abdul Latif	Developer
		Jose Ramirez	Developer
		Lexzander Saplan	Developer
Gucci	GC	*Winn Moo*	*Team Lead*
		Dylan Chhin	Developer
		Eric Lee	Developer
		Jonalyn Razon	Developer
Red	RED	*Christian Flores-Rogel*	*Team Lead*
		Deivis Leung Liang	Developer
		Luis Meza	Developer
		Keanna Mae Vitug	Developer
		John Cayton	Developer
Spyderz	SPY	*Jonathan Asencio*	*Team Lead*
		Alex Philayvanh	Developer

		Bryan Bare	Developer
		Kunal Patel	Developer
Superheroes in Training	SIT	*Krystal Leon*	*Team Lead*
		Arturo Peña Contreras	Developer
		Luis Julian	Developer
		Hyunwoo Kim	Developer
		Victor Kim	Developer
		Trong Nguyen	Developer
The Musketeers	TM	*Luis Gonzalez*	*Team Lead*
		Andrew Soth	Developer
		Hardit Singh	Developer
		Jennifer Nguyen	Developer
NightWatch	NW	*Julian Poyourow*	*Team Lead*
		Chris Meyer	Developer
		Luke Clements	Developer
		Ryan Cole	Developer
		Alfredo Vargas	Developer

** Teams will be addressed using their aliases*

Cost and Estimations

Milestones	Tasks				Development				
		Feature	Team	Complexity	Research/Design	Implementation	Testing/UI	Integration	Feature Total
Milestone 1	1.1	Logging into SSO portal as non-existing user	RED	Low	2.00	9.00	2.00	2.00	15.00
	1.2	Logging into SSO portal as existing user	RED	Medium	12.00	35.00	10.00	3.00	60.00
	1.3	Reset Password in SSO portal	GC	High	12.00	23.00	10.00	5.00	50.00
	1.4	Automated application synchronization	SIT	High	6.00	10.00	4.00	5.00	25.00
	1.5	Login on individual application launch	NW	High	2.00	30.00	20.00	10.00	62.00
	1.6	New user registration to SSO portal	NW	High	2.00	30.00	13.00	5.00	50.00
Milestone 2	2.1	Delete existing user from SSO portal	TM	High	10.00	12.00	10.00	6.00	38.00
	2.2	Delete user from individual application	TM	Low	3.00	5.00	5.00	6.00	19.00
	2.3	Session timeout	SPY	Medium	12.00	10.00	8.00	8.00	38.00
	2.4	Logout of SSO portal	SIT	High	11.00	28.00	11.00	7.00	57.00
	2.5	Display individual applications available	F5	Low	6.00	8.00	2.00	3.00	19.00
	2.6	Notify user of application maintenance	F5	Low	5.00	7.00	3.00	3.00	18.00
	2.7	Existing user registration to SSO portal	NW	Low	1.00	7.00	3.00	3.00	14.00
								Total Dev Hours	465.00
								Est. Dev Hours*	465.00
								Total Est. Diff.	0.00

** estimated development hours that have been agreed on with the client*

Category	Description	Resource	Salary	Hours	Estimate
Developers	The wages for the developers based on a developers salary. Rates were calculated based on a developers salary per year and hours were calculated based on the total amount of hours the project will take to finish.	F5	$30.00	37	$1,110.00
		GC	$30.00	50	$1,500.00
		RED	$30.00	75	$2,250.00
		SPY	$30.00	38	$1,140.00
		SIT	$30.00	82	$2,460.00
		TM	$30.00	57	$1,710.00
		NW	$30.00	126	$3,780.00
				Total Estimate	$13,950.00
				Total Hours of Project	465

Salaries are based on average junior developer salary divided into hours under a 40 hour weekly shift.
https://www.indeed.com/salaries/Junior-Developer-Salaries

Category	Description	Resource	Cost
Deployment	The cost to maintain and purchase a website address for our program	Domain	$10.00
		SSL Certificate	$0.00
		Web Hosting	$48.00
Technology	Browser	Chrome	$0.00
	Text Editor	Visual Studio Code	$0.00
	IDE	Visual Studio Community	$0.00
	Front End Framework	VueJS	$0.00
	Back End	.Net Framework	$0.00
	Database	SQL Server	$0.00
	SQL Management	SQL Server Management Studio	$0.00
	Server	IIS 10	$0.00
	Communication	Slack	$0.00
		Discord	$0.00
	Diagram Software	Draw.io	$0.00
	Project Code Hosting	GitHub	$0.00
	Document Storage/ Management	G-Suite	$0.00
		Total Cost	$58.00

Project Schedule

The teams will work using the Scrum method of project management. There are an estimated two milestones throughout the length of the schedule. The team will communicate with the client at the beginning and end of every sprint, and have the minimal viable product (MVP) presented to the client at the end of each milestone.

The following timeline includes the dates for each milestone along with what will be delivered. Time estimations were done individually for every feature taking into consideration feature complexities set by dev teams. We plan on having these estimations be at least 85% accurate during the project timeline.

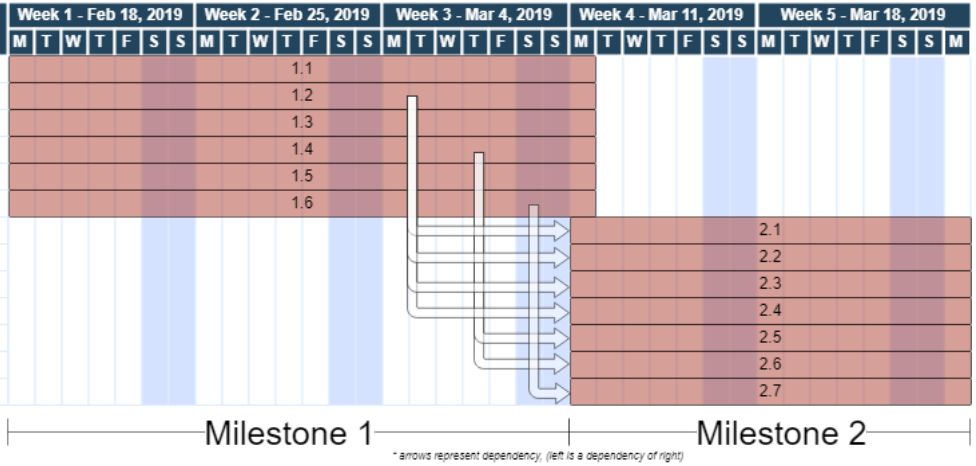
Milestones

Milestone 1: Feb 18 - Mar 11 (3 Weeks)			
1.1	Logging into SSO portal as non-existing user	RED	
1.2	Logging into SSO portal as existing user	RED	
1.3	Reset Password in SSO portal	GC	
1.4	Automated application synchronization	SIT	
1.5	New user registration to SSO portal	NW	
1.6	New user registration to SSO portal	NW	
Milestone 2: Mar 11 - Mar 25 (2 Weeks)			
2.1	Delete existing user from SSO portal	TM	Blocker (1.2)
2.2	Delete user from individual application	TM	Blocker (1.2)

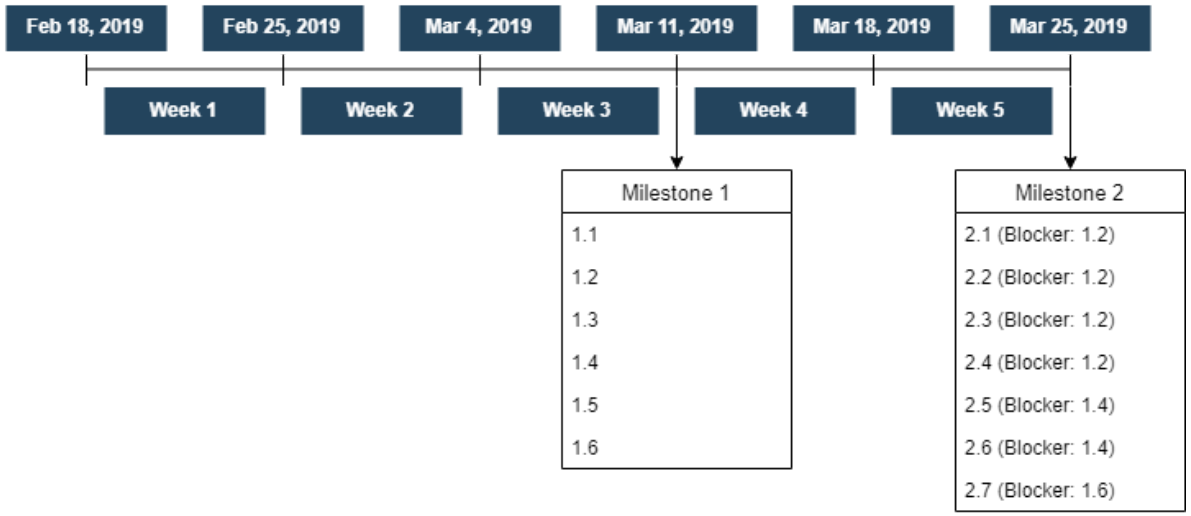
2.3	Session timeout	SPY	Blocker (1.2)
2.4	Logout of SSO portal	SIT	Blocker (1.2)
2.5	Notify user of application maintenance	F5	Blocker (1.4)
2.6	Display individual applications available	F5	Blocker (1.4)
2.7	Existing user registration to SSO portal	NW	Blocker (1.6)

Gantt Chart

	Task Name	Duration	Start	ETA
1.1	Logging into SSO portal as non-existing user (RED)	22 days	02.18.19	03.11.19
1.2	Logging into SSO portal as existing user (RED)	22 days	02.18.19	03.11.19
1.3	Reset password in SSO portal (GC)	22 days	02.18.19	03.11.19
1.4	Automated application synchronization (SIT)	22 days	02.18.19	03.11.19
1.5	Login on individual application launch (NW)	22 days	02.18.19	03.11.19
1.6	New user registration to SSO portal (NW)	22 days	02.18.19	03.11.19
2.1	Delete existing user from SSO portal (TM)	15 days	03.11.19	03.25.19
2.2	Delete user from individual application (TM)	15 days	03.11.19	03.25.19
2.3	Session timeout (SPY)	15 days	03.11.19	03.25.19
2.4	Logout of SSO portal (SIT)	15 days	03.11.19	03.25.19
2.5	Display individual application available (F5)	15 days	03.11.19	03.25.19
2.6	Notify user of application maintenance (F5)	15 days	03.11.19	03.25.19
2.7	Existing user registration to SSO portal (NW)	15 days	03.11.19	03.25.19



Roadmap



Project Monitoring and Control

Teams will be utilizing the SCRUM methodology and will integrate each assigned feature/task into their individual project plan. Teams are expected to deliver each feature/task as complete and working code at the end-date of the milestone.

Requirements Management

The team will meet with client at the start of development of each milestone and on other occasions if necessary. At the start of development of each milestone, we will show the client what we have planned to work on to make sure the client is content with the progress we are making on the project. At these meetings we will determine whether the client wants any changes in requirements for the project, and discuss them with them dev teams.

Schedule Control

A schedule and expected dates have been set for each milestone. Each milestone has its feature/task that has been assigned to a dev team.