**1. Introduction**

1.1 Project Overview

Per the Rubric:

This project develops a learning management system (LMS) to help a university IT department their activities and improve their services, and for the management to track student’s basic information.

Generally speaking, Learning Management System deals with all kind of student details, academic related reports, college details, course details, curriculum, batch details and other resource related details too. It tracks all the details of a student from the day one to the end of his course which can be used for all reporting purpose, tracking of attendance, progress in the course, completed semesters years, coming semester year curriculum details, exam details, project or any other assignment details, final exam result etc. **This project doesn’t need to cover all the features and functions as a Learning Management System.**

* 1. Requirements

Per the Rubric:

The software system stores and retrieves students’ partial information in the current semester and other basic information including **student’s name**, **student’s ID**, **registered courses in the current semester**, **each exam’s score in one course**, **GPA calculation in the current semester**. Use the strategies studied in the lectures to accomplish the requirement artifacts.

The goal system has two types of accessing modes, administrator and user. Student information management system is managed by an administrator. It is the job of the administrator to insert update and monitor the whole process. When a user log in to the system. He/she would only view details of the student. He/she can't perform any changes.

1.2 Project Deliverables

Per the Rubric:

Submit a project report to answer the following questions:

How many members are you in your team? List all team members.

What type of team model is used in the project?

Paste all UML diagrams you used in the project. Some important diagram are expected to be included like architecture diagram, use case diagram, class diagram, and so forth.

Submit all artifacts you used in the project. These artifacts include source code, UML diagrams, SPMP, version control documentation, test cases, data storage files, and other necessary artifacts we studied in the class.

1.3 Evolution of the Software Project Management Plan  
1.4 Reference Materials

1.5 Definitions and Acronyms

LM: Learning Module

**2. Project Organization**

2.1 Process Model  
2.2 Organizational Structure

Chief Engineer Structure

2.3 Organizational Boundaries and Interfaces  
2.4 Project Responsibilities

**3. Managerial Process**

3.1 Management Objectives and Priorities  
3.2 Assumptions, Dependencies, and Constraints  
3.3 Risk Management  
3.4 Monitoring and Controlling Mechanisms  
3.5 Staffing Plan

**4. Technical Process**

4.1 Methods, Tools, and Techniques  
4.2 Software Documentation  
4.3 Project Support Functions

**5. Work Packages, Schedule, and Budget**

5.1 Work Packages  
5.2 Dependencies  
5.3 Resource Requirements  
5.4 Budget and Resource Allocation  
5.5 Schedule

**6. Additional Components**

**7. Index**

**8. Appendices**