Software Quality Assurance Plan

Bird's Eye - Parks planning and cataloging

Prepared by: Penn Inc.

Prepared for: Terrill Field and Turf

Approved by: Scott Wood   Signature: _____   Date: _____

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Version History

V0.0.0 - 16 January 2025 - Carson Smith
- Created the initial draft of the SQAP document
- Created a title page with required content including all names and organizations needed
- Generated a revision page for housing change notes
- Created a Table of Contents (TOC)
- Created a Table of Figures (TOF)
- Created stubs according to the outline given in IEEE 730-2014

V0.0.1 - 16 January 2025 - Carson Smith

- Created section1 Introduction including a section for purpose and scope
- Created Section 2 for Definitions and Acronyms
- Created section 3 for reference documents and included links to the TFT Development and Performance Standards, and Design Standards
- Updated Table of Contents (TOC)
- Created stubs according to the outline given in IEEE 730-2014

Table of Contents (TOC)

Table of Figures (TOF)

1 - Introduction

This section is to inform the reader of the expectations set by the Software Quality Assurance Plan. And

1.1 Purpose

The purpose of this Software Quality Assurance Plan (SQAP) is to define the techniques, procedures, and methodologies that will be used at the Terrill Field and Turf (TFT) to assure timely delivery of the software that meets specified requirements within project resources. This will allow for a closer integration of the Concept of Operations plane and the softwares requirements.

1.2 Scope

The use of this plan will aid in assuring the following: (1) That software development and required acceptance standards are developed, recorded and followed. (2) That the results of software quality reviews and testing will be given to the appropriate management within TFT. This provides the needed feedback and results to evaluate the development effort. And meets the TFT development standards (3) The test results adhere to acceptance standards. (4) Upon contract completion all assets needed to run the software will be delivered.

1.3 System Overview

The Bird's Eye software system is a application based interface designed to support National, State, and City parks department planning and maintenance by providing features such as:

- Comprehensive map of park boundaries and specific regions.
- Digital location markers for all park assets including ability to make detailed descriptions and apply common tags.
- Layering maps to compare park surfaces to park infrastructure.
- Alert system for maintenance workers to digitally flag a marker to be reported to supervisors

The software will be deployed in Google Cloud and will be accessible via web browsers and mobile devices.

2 - Definitions and Acronyms

This section describes all definitions and acronyms used in the SQAP.

SQAP	Software Quality Assurance Plan
TFT	Terrill Field and Turf
PI	Penn Incorporated
Bird's Eye	Name of the Parks planning and cataloging software
Tag	Identifiers that apply to items that are displayed on the map
TOC	Table of Contents
TOF	Table of Figures

3 - Reference Documents

This section provides links to access referenced documents throughout the SQAP.

Contract of agreement between TFT and PI
> (Finalized Contract)

IEEE Standard for Software Quality Assurance Plans
> The IEEE Standard for Software Quality Assurance Plans was used as a guide to the document flow and requirements. (IEEE 730-2014)

Terrill Field and Turf Development and Performance Standards
> The TFT development standards for software performance and reliability.
> (TFT DPS 2025)

Terrill Field and Turf Design Standards
> The TFT Design Standards for how the software will appear and interact with the user.
> (TFT DS 2025)

Concept of Operations
> Objectives and actions outline per the stakeholders and end users expectations.
> (CONOPS 2025)

4 - Software Reviews

5 - Test

6 - Problem Reporting and Correctional Action

7 - Tools and Techniques

8 - Configuration Management