

**Manship Crew Management Project**

**(Crew Viewer Application)**

**Project Overview Document**

**Version 1.0**

**23/06/2015**

**1. Background**

Manship is one of the first manning agencies in the country as a MLC compliant of the POEA and Germanischer Lloyd GL. Being a company that provides crew management and manning services to vessels, as well as, exemplary service to botique shipping companies since 1988, The crew management they been using ever since has been old and out-of-date in technology interface. The system was just maintained through the first year up to present and the company demands for new improvements. Making its interfaces a lot better for the convenience of Manship's departments, vessels and crews.

The main purpose of this project is to provide a web-based user-friendly system to improve Manship's crew management. The medium to be used for the project is an internet and any device that can access the internet(computers and smart phones) making its interfaces a lot better for the convenience of Manship's departments, vessels and crews.

**2. Scope**

The **main goal** of the project is to provide a system that will improve Manship's crew management.

**2.1** **Specific Goals:**

1. Make the user experience a lot easier even for the non-technical persons and new users.
2. Make the database structure a lot cleaner and arranged
3. Make the jobs of the Manship's employees, crews and vessels less time-consuming.

**3. Objectives**

The **main objective** of the project is to provide a user-friendly management system that is accessible anywhere.

**Specific Objectives:**

1. Develop a web-application management system to change the Command Line Interface into a Web-Based Interface.
2. Construct a normalized database architecture to identify and remove the unused fields.
3. Provide a better filter, search and navigation function on the system.

**4. Deliverables**

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| Deliverables | Timeline (Month of July - August) |
| Software Requirements | Week 1 |
| - Analysis of Technical Requirements  - System Design(diagrams, classes, DB models) | Week 2 |
| System Prototype | Week 3 - 4 |
| Software Development | Week 5 - 6 |
| Software Development (Test Cases) | Week 7 - 8 |
| Software Development (Software Done) | Week 9 |

**5. Benefits**

* Maintenance of the system is a lot easier
* User-friendly and straight-forward user interfaces
* Can be accessed in any location
* Non-technical persons are able to navigate easily

**6. Success Criteria**

- user satisfaction

- better system performance

- delivered by a particular date or earlier

- delivery of key functionality required by every user

- realization of client and crew convenience

- achievement of target user comfortability

**7. Impact and Dependencies**

FS(Finish to Start) = User Requirements fs Back-end & Front-end

- Development can not start before the user requirements is finished

SS (Start to Start) = Database ss Back-end

- Backend Development can start if the database has started

FF (Finish to Finish) = System Development FF System Live | User Training

- System can not be live before the development is finished

**8. Work/Task Breakdown**

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| Level 1 | Level 2 | Level 3 |
| 1 Crew Viewer Application | 1.1 Initiation | 1.1.1 Initial Project Meeting 1.1.2 Evaluation & Recommendations 1.1.3 Project Signed/Approved |
| 1.2 Planning | 1.2.1 Create Preliminary Scope Statement 1.2.4 Develop Project Plan 1.2.5 Submit Project Plan 1.2.6 Milestone: Project Plan Approval |
| 1.3 Execution | 1.3.1 Project Kickoff Meeting 1.3.2 Verify & Validate User Requirements 1.3.3 Design Database 1.3.4 Design System 1.3.5 Develop Software 1.3.6 Commit First Code Repository 1.3.7 Install Development System 1.3.8 Testing Phase 1.3.9 Commit Second Code Repository 1.3.10 Install Live System 1.3.11 User Training 1.3.12 Go Live 1.3.13 Commit Third Code Repository |
| 1.4 Control | 1.4.1 Project Management 1.4.2 Project Status Meetings 1.4.3 Risk Management 1.4.4 Update Project Management Plan |
| 1.5 Closeout | 1.5.1 Audit Procurement 1.5.2 Document Lessons Learned 1.5.3 Update Files/Records 1.5.4 Gain Formal/Informal Acceptance 1.5.5 Create Manual 1.5.6 Archive Files/Documents |