

Project Plan for SpaceSRM System Development:

a) Project Schedule:

Timeline: 6 months

Tasks:

1. Project Initiation Phase:

- Define project scope, objectives, and deliverables.
- Identify stakeholders and establish communication channels.
- Assign project roles and responsibilities.

2. Requirements Gathering:

- Conduct stakeholder interviews and workshops.
- Document functional and non-functional requirements.
- Prioritize requirements based on business value and feasibility.

3. System Design:

- Design system architecture, including back-end and front-end components.
- Create wireframes and prototypes for user interface design.
- Define database schema and data flow diagrams.

4. Development Phase:

- Back-end Development:
 - Implement server-side logic and APIs (George Bakay).
- Front-end Development:
 - Design and develop user interfaces (Andriy Yatsik).
- Integration:
 - Integrate front-end and back-end components.
 - Implement communication protocols between system modules.

5. Testing and Quality Assurance:

- Conduct unit testing, integration testing, and system testing.
- Perform user acceptance testing (UAT) with stakeholders.
- Address and resolve identified issues and bugs.

6. Deployment and Launch:

- Prepare deployment environment (servers, databases).
- Deploy SpaceSRM system in production environment.
- Provide training to end-users and administrators.

7. Post-Launch Support:

- Monitor system performance and user feedback.
- Address post-launch issues and enhancements.
- Provide ongoing maintenance and support.

Dependencies:

- Requirements Gathering depends on completion of Project Initiation.
- System Design depends on completion of Requirements Gathering.
- Development depends on completion of System Design.
- Testing depends on completion of Development.
- Deployment and Launch depend on completion of Testing.
- Post-Launch Support depends on completion of Deployment and Launch.

Deadlines:

- Project Initiation: Week 1
- Requirements Gathering: Week 2-3
- System Design: Week 4-5
- Development Phase: Week 6-12
- Testing and Quality Assurance: Week 13-16
- Deployment and Launch: Week 17-18
- Post-Launch Support: Week 19-24

b) Resource Allocation:

Human Resources:

- Back-end Developer (George Bakay)
- Front-end Developer (Andriy Yatsik)
- Project Manager (to oversee project execution and communication)
- Quality Assurance Engineer (to ensure testing and quality control)

Financial Resources:

- Infrastructure costs (servers, databases, hosting)

Technological Resources:

- Development environments (IDEs, version control systems)
- Testing tools and frameworks
- Deployment and hosting infrastructure

c) Budget:

Breakdown of Costs:

1. Human Resources: \$2
2. Software Licenses and Tools: \$0
3. Infrastructure and Hosting: \$40
4. Miscellaneous Expenses: \$3

Total Budget: \$45