PROJECT PROPOSAL FOR SOFTWARE PROJECT MANAGEMENT TOOL

TEAM NAME-"TEAM-2"
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1 Problem Statement :

"Project Management System" has complete project scheduling, resource management and powerful reporting capabilities to help ensure that you deliver the job on-time and to budget.Tool makes it easy to assign tasks to the team members, schedule those tasks, then communicate those tasks via email and monitor the project progress.

Schedule tasks to the team and generate reports to track the progress of the project and each team member. This tool enables us to create and manage tasks for the project with dates and deadlines. For each task you can assign resources, add equipment and labor items, with estimated time and costs for each assigned task. These estimates can be compared to actuals after the task is complete then reported on for labor and project costing. It also generates the gantt chart and activity graph, which helps us to monitor and schedule our project. It can be used for analyzing a sequence of events. It can manage estimation and planning, scheduling, cost control and budget management, resource allocation, collaboration software, communication, decision-making, quality management and documentation.

2 Target Audience :

As mentioned above, this tool have many functionality to manage the projects like : estimation and planning, scheduling, cost control and budget management, resource allocation, communication, decision-making, quality management and documentation thus this project aims to target the ogranisations which develope the softwares.

3 Measure of success :

After acceptance testing, our project will be considered as finished when we corporated all the requirements during the requierment phase.

4   Project Approach and methodologies :

This section will show how we are dividing the project into different phases to achieve the highest level milestones

Phase	Agenda
Requirement Gathering Phase	By Interviews and Questionairs
Requirement Study Phase	Formation of SRS, System Test Plan, User Manual, Requirement Tracebility Matrix
Designing Phase	Formation of schema
Coding & Unit testing	Coding the software and module testing
Testing Phase	Conduct Integration testing, Validation testing, System Testing, Acceptance Testing

4.2   Methodologies :

4.2.1 Requirement Gathering Phase :

In requirements gathering phase we will take the suggestions from all the

employees and also the administrator who handles all the work. We will take the suggestions from the team members about what are their current problems.

4.2.2   Requirement Study Phase :

Based on the suggestions we will make our software product in such a way that it can solve the most of the problems and what are the other features that we can add in the software so that it can solve the problem in a better way.

4.2.3   Designing Phase :

According to the results of the requirement study phase we will divide each domain into the further subdomains.

4.2.4   Coding & Unit testing :

After designing all hierarchies of the phases and various functionalities required we will code the functions individually and we will test our functions according to the test cases defined for that fuction and after that we will join all the functions to make the submodules.

4.2.5   Integration and System Testing :

After integrating all the function and making the submodules we will intergrate all those submodules to make the whole module and then after that we will do integration testing to check whether the interface between them is working correctly or not.
After this whole process we will do the system testing to check whether

the software system that we have made is according to the required one or not.

5   Challenges :

The two biggest challenges while developing the product would be gathering and managing related data using a database and developing a web application in MVC Model general. Both of these are issues of not necessarily having learned the related concepts. Both of these risks can be mitigated by ensuring someone in the team is familiar with the concept enough to work on that part of it, or by having the team work together to ensure that they have learned the concepts in a timely enough manner to complete the product on schedule.

6   Project milestones :

Milestones	Deadlines
Team Forming, Norming	February 5, 2016
Functionalities Finalizing	February 18, 2016
Test Cases	March 4, 2016
Designing(Detailed UI Design)	March 13, 2016
Front End UI Development	March 27, 2016
Back End Development	April 10, 2016
Testing	April 12, 2016
Error Detection and Removal	April 16, 2016
Project Completion	April 20, 2016