**Software Project Management Plan**

1. Overview
   1. Project Summary
      1. The purpose of this project is to create a game that tests the memory of the participant. There will be a persistence component that will keep track of users and their high scores. This project will run on any device that supports a java web application or android application.
   2. Evolution of the plan
      1. Any changes will be documented here.
2. References
   1. Any References will be documented here.
3. Definitions
   1. Any Definitions will be documented here.
4. Project organization
   1. External interfaces
      1. Computer or handheld device that can run a java web application or android application.
   2. Internal interfaces
      1. This program will run as a java web application or android application.
   3. Roles and responsibilities
      1. William Holder
         1. Project Lead
         2. Communications Manager
      2. Timothy Sullivan
         1. Quality Control
         2. Tester
         3. Document Manager
      3. Jason Purcell
         1. Secretary
         2. GUI Design
      4. Hao Wu
         1. Programming
         2. GUI Design
      5. Patrick Poirson
         1. Programming
         2. GUI Design
5. Managerial process plans
   1. Start-up Plan
      1. Analyze requirements
      2. Design the system
      3. Design the system as a group of collaborating objects
   2. Work plan
      1. Develop GUI and Code Software to meet requirements
      2. Integrate GUI with code
   3. Control plan
      1. Quality assurance board will test for the quality of the software
   4. Risk management plan
      1. Any risks will be analyzed by the project lead, unless it is significant enough to have a group discussion, in which we will meet to discuss the risk
   5. Closeout plan
      1. We will test the completed system on android devices and multiple types of pc’s
6. Technical process plan
   1. Process model
      1. We will be using the waterfall method
   2. Methods, tools, and techniques
      1. We will use Sakai to upload and organize all our documentation for the project
      2. We will use Microsoft Projects to plan our project
      3. We will use Skype to communicate
      4. We will use Sakai to organize meetings, and Big Blue Button as a backup in case we cannot use Skype
   3. Infrastructure plan
      1. We will code the GUI separately from the program, and integrate them together
   4. Product acceptance plan
      1. We will run the software through a series of tests to match the requirements stated by the client
7. Supporting process plans
   1. Configuration management plan
      1. We will use Git-hub to organize the files needed for the software
   2. Verification and validation plan
      1. We will use J-Unit test to validate our project
   3. Documentation plan
      1. Documentation will be approved by the quality assurance board and stored on Sakai
   4. Quality assurance plan
      1. Quality assurance board will receive all notes of changes, and approve them at its discretion
   5. Reviews and audits
      1. As the project progresses, work will be reviewed to check for proper practice
   6. Problem resolution plan
      1. As problems arise, our development group will meet regularly to discuss these issues and resolve them
   7. Process improvement plan
      1. As we progress, any counterproductive actions being made will be resolved
8. Additional plans