

**Faculty of Arts and Sciences**

**Department of Computer Science**

CMPS 253 – Software Engineering

Spring 2021, M. Bdeir

**Software Project Management Plan**

For the Group Term Project:

**[Istishara]**

**![Shape, rectangle

Description automatically generated]()**

🡸 Your company logo

*Team Members:*

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**Revision History**

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | **Date** | **Update Comments** | **Author / Updated By** |
| 0.1 | 11 Feb 2021 | Initial Project proposal. |  |
| 1.0 | 14 Feb 2021 | First prototype of the application. |  |
| 1.0.1 | 25 Feb 2021 | Throwaway prototype to get familiar with the language. |  |
| 1.0.2 | 20 Feb 2021 | First document detailing the work process. |  |
| 1.1 | 3 March 2021 | Added more pages to the application |  |
|  | 19 March 2021 | Designed a layout for the application through Azure. |  |
|  | 19 March 2021 | Created a mock server in Postman as well as collections. |  |
|  | 20 March 2021 | Worked on icons on the application. |  |
|  | 21 March 2021\* | Added test cases and re organized our specifications on Target Process. |  |
|  | 27 March 2021 | Updated the icons for the application. |  |
|  | 5 April 2021 | Created a Firebase database, and started getting familiar with it. |  |
| 1.2.0 | 12 April 2021 | Working on a chat application to get integrated into the demo |  |
|  | 10 April 2021 | Changed the layout for the navigation bar. |  |
| 1.3 | 15 April 2021 | Used GitHub to share the code as per the Manager’s advice. |  |
|  | 18 April 2021 | Working on the Marketing video for the application. |  |
|  | 22 April 2021 | Final Documentation for the application. |  |
|  | 24 April 2021 | Final working prototype for the application. |  |

\*March 23 was the day we became a three-member team.

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# Document Specifications and Conventions

Example [*https://www.linuxtopia.org/online\_books/redhat\_selinux\_guide/s1-intro-conventions.html*](https://www.linuxtopia.org/online_books/redhat_selinux_guide/s1-intro-conventions.html)

# Introduction

## Project Description

*This android application serves as a platform in which a user either a customer who can posts questions seeking a professional’s advice and seek their services in a chatroom feature, on the other hand you can be an expert who can expand his services using our platform by offering services through chatting or commenting on the public posts as a free-of-charge service.*

## Customer or Market Needs

*We understood that there is a huge need for such software that eases the process of consulting with experts given the current situation of a global pandemic where social distancing became a must, thus this software would be an efficient and convenient alternative for anybody seeking professional advice.*

## Success Criteria

*How will the success of the software be measured? Check out the success criteria located* [*here*](https://www.girlsguidetopm.com/the-definitive-guide-to-project-success-criteria/) *for an example.*

# Vision

## Vision Statement

*We want to create a platform to help people who seek professional advise but cannot afford it or do not have the proper means to seek it either due to their environment or perhaps an unpredictable occurrence such as a pandemic that hinders face to face meetings.*

## Story-Telling Diagram

*A free-form diagram (no rules) that you can use to describe the whole software. The goal is to illustrate the whole software.*

## Selected Features

*If this software was to be sold in a box, what features would you put on outside of that box? I.e. the most important features. This is a subset of ‎5.1*

# Scope

## Scope of Initial Release

*This software would be released first to a limited number of people to test its various features, then released to the public after some modifications in the play store.*

## Scope of Subsequent Releases

Will be discussed after the initial release as the project is still merely a course project.

## Limitations and Exclusions

*-We will not change any amount of money for downloading this software.*

*-we are still debate the possibility of creating a paid system for services in the platform.*

*-locations expansion.*

# Business Context

## Stakeholder Profiles

*Who are the stakeholders and what are their characteristics?* ***Use one Worksheet A per stakeholder or stakeholder group and insert them here****.*

## Operating Environment

*Describe the environment within which the software will operate.* [*Example*](https://www.pro-face.com/otasuke/files/manual/gpproex/new/refer/mergedProjects/welcome/setup_ov_runenvironment.htm)

## Business Opportunity

*If this software is to generate money then describe how will this software generate revenues and from whom.*

## Complete Product Features

|  |  |  |
| --- | --- | --- |
| **TP ID** | **Feature** | **Value** |
| **#1065** | **User Type selection** | **89** |
| **#1287** | **Private chatroom** | **377** |
| **#1289** | **Access to location** | **55** |
| **#1070** | **Phone verification** | **21** |
| **#1285** | **Access to database (Admin)** | **377** |
| **#1286** | **Report/Suspend accounts** | **89** |
| **#1090** | **Posting and Commenting** | **55** |
| **#1288** | **Drop-Down topic selection** | **34** |

# Deliverables

|  |  |  |  |
| --- | --- | --- | --- |
| **ID** | **Date** | **Deliverable** | **Responsible Party** |
| 1 |  | Vision and Scope Document |  |
| 2 |  | Draft User Stories & Use Case Diagram |  |
| 3 |  | Screen Mockups |  |
| 4 |  | Prototype 1 |  |
|  |  | Detailed Design Document |  |
|  |  | Draft SPMP |  |
|  |  | UAT Test Cases |  |
|  |  | Known Issues |  |
|  |  | Release Notes |  |
|  |  | Compiled And Deliverable Machine Code (Binaries) |  |
|  | April 27 | Source Code |  |
|  | April 27 | SPMP (print and MS Word file) |  |
|  | April 27 | Deployment (Demo of the Software) |  |

# Milestones

|  |  |  |
| --- | --- | --- |
| **ID** | **Date** | **Milestone** |
| 1 |  | Prototype 1 |
| 2 |  | Implementation Complete |
| 3 |  | Technical Preview (Alpha Testing Complete) |
|  |  | Code Freeze (no more features) |
|  |  | Release Candidate (Beta Testing Complete) |
|  |  | RTM Ready |
|  |  | Deployment Complete |

# Requirements

## Use Case Diagrams

## Screen Mockups

## User Stories

## Non-Functional Requirements

# Project Organization

## Process Model

* *SDLC: Scrum, Kanban, etc.  
  Lifecycle of a user story*
* *Lifecycle of a bug :* <https://www.guru99.com/defect-life-cycle.html>
* *Length of your sprint*

## Organizational Structure & Project Responsibilities

*Which team member is responsible for what tasks*

|  |  |  |
| --- | --- | --- |
| **ID** | **Task** | **Assigned Member** |
|  | Code, spmp, requirements, presentation, testing, spoc |  |

# Managerial Process

## Management Objectives and Priorities

*Scope, schedule, and cost: what tradeoffs will you exercise?*

*[For most projects, all three parameters—scope, schedule and cost (resources)—are important. Setting priorities enables the project team to determine which of the three is most essential. These priorities support scope planning, decision making, constraint management and plan optimization, negotiating project changes, and integrated change control.   
  
Consider the tradeoffs between scope, schedule and cost by specifying small changes to the stated project objective. Would it be worse to slip the schedule a week beyond the deadline, or increase the project budget by 5 percent? Would it be more appropriate to drop a feature of a project deliverable or to add staff to the project team? Would a slightly longer project that delivers a more robust product be desirable? Questions such as these often arise late in a project, but it is better to deal with them early.   
  
In exploring the costs, pain and appropriateness of small changes, relative priorities emerge. Document priorities using a three-by-three matrix. Place one mark in each row, showing which parameter is constrained (least flexible), which one is to be optimized (somewhat flexible), and for which of the three change may be accepted (most flexible).*  
*Consider the options (there are six) and discuss them with your project team to develop consensus on the priorities. Next, validate your prioritization with your project sponsors and stakeholders and make modifications, if needed, based on their feedback. For some projects, agreeing to constrain two of the three parameters may be necessary, but it is always unrealistic to limit all three, especially prior to project plan development. Strive for agreement and clearly document the lowest priority].* [*Credits*](http://www.amanet.org/training/articles/Project-Priorities.aspx)

## Assumptions, Dependencies, and Constraints

## Weekly Progress Reports

*(youtube channel URL AND list all URLs along with each week date, ex Week Ending Sat, Apr 10* [*https://www.youtube.com/adsfafe*](https://www.youtube.com/adsfafe) *)*

# Technical Process

## Methods, Tools, and Techniques

*Methods: junit, github,etc*

*Tools: Pd,tp,slack, etc.,*

*Techniques: TP Board, etc.*

## Structural models

## Behavioral models

## Database Model

*Physical model*

## Data Dictionary

## Configuration Management

*Who decides when to release, what’s in a release, keeps track of releases, known issues,*

# Work Packages, Schedule, and Budget

## Work Packages (WBS)

*Specify the work packages for the activities and tasks that must be completed in order to satisfy the project agreement. Use* [*www.draw.io*](http://www.draw.io) *to draw a hierarchical break down of all the work that has to be done in order to write and deliver the software. Do not use generic tasks that are applicable to any software like (product planning, design, development, and deployment) that’s a sure zero.*

## Sprint Schedule

|  |  |  |
| --- | --- | --- |
| **Sprint** | **Time Period** | **Description Of The Potentially Shippable Product** |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 | 4/20 – 4/24 | Ability to recognize faces |

## Budget

# Project Resources

## People (external)

## Hardware and Software

## Special Resources

## Reference Materials

*Provide a complete list of all documents and other sources of information referenced in the plan. Include for each the title, report number, date, author, and publishing organization.*

# About You

## A close up of a person Description automatically generated with medium confidenceAbout US

*My name is Hanaa DANY, I am from Casablanca, Morocco. I am a very passionate person when it comes to my own work and appreciate a good. I had thought I would be a nice software engineer, but I found my love for volunteering and working with non- profit organizations, I see myself running my own Non-Profit to help the youth in my community using all the skills I learnt from my own skills and experience. I see myself as a very realistic person, so it is hard for me to predict exactly what I would be doing in 5 years. I hope I would be doing a second Master’s degree while being a happy person who shares their happiness and experiences through their work in.*

*A person with a mustache

Description automatically generated with low confidence Part 1: Introduce yourself, your interests and motivations, competence, potential*

*Part 2: What would you see yourself doing in the future? What areas of computer science are of interest to you?*

*Part 3: Where do you see yourself in five years?*

*Emphasize everything from a positive perspective and write in an active, not a passive voice.*

*A picture containing clothing, scarf

Description automatically generated*

*Part 1: Introduce yourself, your interests and motivations, competence, potential*

*Part 2: What would you see yourself doing in the future? What areas of computer science are of interest to you?*

*Part 3: Where do you see yourself in five years?*

*Emphasize everything from a positive perspective and write in an active, not a passive voice.*

## Lessons Learned From Working in a Team

# Appendix A – Table of Figures

# Appendix B – Definitions, Acronyms, and Abbreviations

# Appendix C – SPMP Grading Criteria

1. **Completeness and Thoughtfulness**

Document must be complete and well thought out. Do not undercut the content and at the same time do not write filler-type content. Think about each section carefully, research what others have done, and ask questions when you need to.

1. **Professionalism**
   1. English: Write proper English, pay attention to both spelling and grammar.
   2. Proper Formatting: Fonts, Formatting, Indentation, Spaces, etc.
2. **Timely Delivery**

Delivery the document on time as called for by the client (the instructor). Clients generally don’t care about your circumstances or the validity of your excuses. They may show empathy but not necessarily award you the project.

1. **Delivery of Electronic Copy**

In addition to the printed copy you must submit an electronic copy as a MS-Word document

\*\*\* remove this page from your final document \*\*\*