

March 31, 2021

Individual Project SPMP

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Preface: The purpose of our project is, to create an entertaining learning environment that allows teens to become more aware of how to maximize their performance in a given sport. To complete our objective, the website will utilize social media, host an interactive game, provide a way to search for fitness centers, and supply important sports/fitness information from coaches/fitness experts.

(1) Introduction

1.a Project Overview

The goal of this project is to create an extension that allows for easier sharing of web content between members of a group. The extension will have the ability to create groups. These groups can be for business projects, school classes, or for public use. The extension will be able to efficiently add and organize content through its use of folders and other organizational methods. The extension will be able to notify members through chrome's notification system; therefore when members open chrome they will be greeted with updates.

1.b Project Deliverables

The following deliverables will be provided.

1. Software Project Management Plan (this document)
2. Software Test Plan (STP)
3. Software Quality Assurance Plan (SQAP)
4. Technical Documents and Software
 - Software Requirements Specification (SRS)
 - Software User Documentation
 - Source Code (including installation and configuration instructions).

1.c Evolution of the SPMP

The scheduled demo will be completed by mid-May. Unscheduled changes due to a change in clients needs will be documented via clubhouse. Once documented to github, tasks will be prioritized based on the clients needs.

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1.e Definitions and Acronyms

API – Applications Programming Interface

GUI – Graphical User Interface

JDK – Java Development Kit

RAD – Requirements Analysis Document

BIOS – Basic Input Output System

COBOL – Common Business Oriented

DBMS – Database Management System

ISP – Internet Service Provider

CDN – Content Delivery Network

CRUD – Create Read Update Delete

(2) Project Organization

2.a Project Model

This project was started on Feb 1st , 2021 and will be completed by mid-May. Some major milestones are completing the Use cases and Sequence diagrams on March 13, 2021, Design Documents on March 13, 2021, and SPMP document by March 31, 2021. The project will use object-oriented code and outside resources for development. There will be a certain number of goals to complete shown on Clubhouse (a website to organize all aspects of the project) each week. After each goal is completed Clubhouse will be updated in order to keep things organized and on track. The files and documents will all be uploaded using GitHub and coded mainly in HTML and Javascript . There will be a properly named folder in the repository for each corresponding file and document.

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2.b Organizational Interfaces

Communication will be minimal between any other entity besides the client and the developers in this current assignment. There will be a temporary database created in order to allow for a demo of the extension which the client will connect to.

(3) Technical Process

3.a Method and Tools

The agile methodology will be used to allow for change within the process to make editing previous work easier in case of a change. Tools that will be used follow as such: clubhouse, github, vscode, xampp, and phpmyadmin.

3.b Software Documentation

Documentation is a key aspect in the development of the extension. This includes the goals, steps completed, and coding processes. Clubhouse will be used to document what tasks have been completed and need to be worked on. Usage of GitHub's branching capabilities will allow for tracking of different versions of code. Upon completion, there will be an instructional manual to document all running aspects of the extensions and how to use it.

3.c Project Support Functions

The main support for the project will be through google and different forms on coding websites. This way will allow for a better understanding of the inner workings as opposed to someone else doing it. There will be communication with the professor to ensure that the project is within reason and if there are any questions that cannot be effectively answered by google.