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Date:

2023/05/24

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Question 1

Project Charter

Project Title: Connect4GoodNGO - An App for Connecting NGOs with Potential Donors

Purpose:

An NGO is a non-profit organization independent of government that works towards addressing social, environmental, or humanitarian issues. Invalid source specified..

The purpose of this project is to develop a mobile application called Connect4GoodNGO that will facilitate the connection between NGOs and potential donors in South Africa. The app aims to streamline the donation process, enhance transparency, and encourage public participation in supporting various causes. Connect4GoodNGO will digitize the processes involved in NGO fundraising, making it simple, efficient, and dependable.

Objective:

The objective of the project is to create a user-friendly and secure mobile application that enables NGOs to display their initiatives and projects to potential donors. The app will allow NGOs to post donation campaigns, share impact stories, and provide real-time updates on the utilization of funds. The goal is to increase donations to NGOs and foster a culture of giving in South Africa.

Success Criteria/Expected Benefits:

1. Increase in the number of donations received by NGOs.
2. Improved transparency and accountability in the donation process.
3. Enhanced public awareness and engagement with NGOs.
4. Strengthened relationships between NGOs and donors.
5. Empowerment of NGOs to reach a wider audience and expand their impact.

Funding:

The project is authorized with a budget of R1,000,000 provided by the local bank as part of their social responsibility program. The funding will cover development costs, security measures, user testing, marketing, and ongoing maintenance of the app.

Major Deliverables:

1. Mobile application development and deployment.
2. User registration and profile management features.
3. Donation campaign creation and management functionality.
4. Integration with secure payment gateways for donation transactions.
5. Real-time reporting and analytics dashboard for NGOs.
6. User feedback and rating system for NGOs and donation campaigns.

Acceptance Criteria:

1. The app must be successfully developed and launched on both Android and iOS platforms.
2. NGOs should be able to create profiles, post campaigns, and receive donations through the app.
3. Donors should be able to browse and search for NGOs and campaigns, make secure donations, and receive digital receipts.
4. The app must provide real-time updates on the utilization of donated funds to ensure transparency.
5. The app should have an intuitive and user-friendly interface, ensuring a positive user experience.

Milestone Schedule:

1. Project Kick-off: Month 1
2. Requirements Gathering and Analysis: Month 2
3. UI/UX Design and Prototype: Months 3-4
4. Development and Testing: Months 5-10
5. Deployment and User Acceptance Testing: Months 11-12
6. Launch and Marketing: Months 13-15

Key Assumptions:

1. The project team members have the necessary skills and expertise to develop the mobile application.
2. NGOs will actively participate in onboarding and using the Connect4Good NGO app.

3. The required infrastructure, including servers and databases, will be available for app deployment.
4. The target audience (potential donors) will have access to smartphones and internet connectivity.
5. The app will comply with relevant data protection and privacy regulations.

Invalid source specified.

Constraints and Limitations:

1. The project budget is limited to R1,000,000.
2. The project duration should not exceed 15 months.
3. The development team will consist of a minimum of four members.
4. The app should be low data and free to use for both NGOs and donors.
5. The app should be compatible with a wide range of smartphones and operating systems.

Approval Requirements:

The project manager is authorized to make decisions within the approved budget and timeline. Any significant changes to the project scope, budget, or timeline require approval from the project sponsor and relevant stakeholders.

Approval Signature: [Sandro Campodonico and Joshua Roberto]

Date: [2023/05/23]

Question 2

Level 0: Project Deliverable

- Develop GBV Assistance App

Level 1: Major Project Phases

1. Project Initiation
2. Requirements Gathering and Analysis.
3. Design and Development.
4. Testing and Quality Assurance.
5. Deployment and Implementation.
6. Monitoring and Maintenance.

Level 2: Project Initiation

- 1.1 Define project scope and objectives.
- 1.2 Conduct stakeholder analysis.
- 1.3 Create project charter.
- 1.4 Identify project team members and roles.
- 1.5 Allocate budget and resources.

Level 2: Requirements Gathering and Analysis

- 2.1 Conduct market research on existing GBV assistance Apps
- 2.2 Identify NGO's specific requirements.
- 2.3 Define functional and non-functional requirements.
- 2.4 Conduct user surveys and interviews.
- 2.5 Analyse and document requirements.

Level 2: Design and Development

- 3.1 Create wireframes and user interface design.
- 3.2 Develop backend infrastructure and database.
- 3.3 Implement user authentication and security measures
- 3.4 Integrate data sources for GBV-related information.

- 3.5 Develop features for reporting GBV incidents.
- 3.6 Implement real-time communication features.
- 3.7 Incorporate educational resources on GBV prevention.

Level 2: Testing and Quality Assurance

- 4.1 Develop test plans and test cases.
- 4.2 Perform functional and usability testing.
- 4.3 Conduct security and vulnerability testing.
- 4.4 Identify and resolve bugs and issues.
- 4.5 Ensure compatibility across devices and platforms.

Level 2: Deployment and Implementation

- 5.1 Prepare deployment strategy.
- 5.2 Publish the App on relevant app stores.
- 5.3 Promote the App through marketing and awareness campaigns.
- 5.4 Train NGO staff and volunteers on App usage.
- 5.5 Monitor initial user feedback and address concerns.

Level 2: Monitoring and Maintenance

- 6.1 Establish system for user feedback and support.
- 6.2 Regularly update and improve the App based on user feedback.
- 6.3 Perform maintenance tasks, including bug fixes and security updates.
- 6.4 Conduct periodic evaluations and impact assessments.

Level 3: Associated Tasks (selected examples)

- 3.1.1 Create wireframes for different App screens.
- 3.1.2 Design user-friendly navigation flow.
- 3.3.1 Implement secure user registration and login.
- 3.5.1 Develop incident reporting form.
- 3.6.1 Integrate real-time chat functionality.
- 6.2.1 Review user feedback and prioritize feature enhancements.

6.3.1 Fix reported bugs and perform regression testing.

By using this WBS, the project manager can monitor and control the budget by assigning cost estimates to each work package and tracking actual expenses against the estimates. Additionally, individual/resource responsibility can be assigned by linking team members to specific tasks within the WBS.

Question 3

Phase 1: Initiation

- 1.1 Define project scope and objectives (Duration: 5 days)
- 1.2 Conduct stakeholder analysis (Duration: 3 days)
- 1.3 Develop project charter (Duration: 2 days)
- 1.4 Obtain project sponsor approval (Duration: 1 day)

Phase 2: Planning

- 2.1 Conduct requirements gathering for the App (Duration: 7 days)
- 2.2 Perform market research for potential donors (Duration: 5 days)
- 2.3 Design App layout and user interface (Duration: 10 days)
- 2.4 Develop colour scheme and branding (Duration: 4 days)
- 2.5 Create user registration and login functionality (Duration: 8 days)
- 2.6 Finalize App design and obtain stakeholder approval (Duration: 3 days)
- 2.7 Develop project schedule and sequencing (Duration: 5 days)
- 2.8 Estimate project costs (Duration: 3 days)
- 2.9 Create project budget (Duration: 2 days)
- 2.10 Identify project risks and develop risk management plan (Duration: 6 days)

Phase 3: Execution

- 3.1 Set up project management tools and communication channels (Duration: 2 days)
- 3.2 Develop App prototype (Duration: 10 days)
- 3.3 Integrate payment gateway for donations (Duration: 5 days)
- 3.4 Implement user authentication and profile management (Duration: 7 days)
- 3.5 Conduct user testing and gather feedback (Duration: 6 days)
- 3.6 Perform quality assurance and bug fixing (Duration: 4 days)
- 3.7 Conduct user training and onboarding (Duration: 3 days)
- 3.8 Obtain user acceptance for the App (Duration: 2 days)
- 3.9 Develop reporting and analytics dashboard (Duration: 7 days)

Phase 4: Monitoring and Control

- 4.1 Monitor project progress and track milestones (Duration: 4 days)
- 4.2 Review project budget and track expenses (Duration: 3 days)
- 4.3 Generate progress reports for stakeholders (Duration: 2 days)
- 4.4 Perform regular quality checks on the App (Duration: 5 days)
- 4.5 Address issues and risks as they arise (Duration: Ongoing)
- 4.6 Conduct user satisfaction surveys (Duration: 3 days)
- 4.7 Evaluate project performance and identify areas for improvement (Duration: 4 days)

Milestones:

- Project scope and objectives defined
- Project charter approved
- App design finalized
- App prototype developed
- User acceptance obtained
- Project successfully completed

Cost Estimate:

Phase 1: Initiation

- 1.1 Define project scope and objectives (Duration: 5 days) - Cost Estimate: R 10,000
- 1.2 Conduct stakeholder analysis (Duration: 3 days) - Cost Estimate: R 6,000
- 1.3 Develop project charter (Duration: 2 days) - Cost Estimate: R 4,000
- 1.4 Obtain project sponsor approval (Duration: 1 day) - Cost Estimate: R 2,000

Phase 2: Planning

- 2.1 Conduct requirements gathering for the App (Duration: 7 days) - Cost Estimate: R 14,000
- 2.2 Perform market research for potential donors (Duration: 5 days) - Cost Estimate: R 10,000

2.3 Design App layout and user interface (Duration: 10 days) - Cost Estimate: R 20,000

2.4 Develop colour scheme and branding (Duration: 4 days) - Cost Estimate: R 8,000

2.5 Create user registration and login functionality (Duration: 8 days) - Cost Estimate: R 16,000

2.6 Finalize App design and obtain stakeholder approval (Duration: 3 days) - Cost Estimate: R 6,000

2.7 Develop project schedule and sequencing (Duration: 5 days) - Cost Estimate: R 10,000

2.8 Estimate project costs (Duration: 3 days) - Cost Estimate: R 6,000

2.9 Create project budget (Duration: 2 days) - Cost Estimate: R 4,000

2.10 Identify project risks and develop risk management plan (Duration: 6 days) - Cost Estimate: R 12,000

Phase 3: Execution

3.1 Set up project management tools and communication channels (Duration: 2 days) - Cost Estimate: R 4,000

3.2 Develop App prototype (Duration: 10 days) - Cost Estimate: R 20,000

3.3 Integrate payment gateway for donations (Duration: 5 days) - Cost Estimate: R 10,000

3.4 Implement user authentication and profile management (Duration: 7 days) - Cost Estimate: R 14,000

3.5 Conduct user testing and gather feedback (Duration: 6 days) - Cost Estimate: R 12,000

3.6 Perform quality assurance and bug fixing (Duration: 4 days) - Cost Estimate: R 8,000

3.7 Conduct user training and onboarding (Duration: 3 days) - Cost Estimate: R 6,000

3.8 Obtain user acceptance for the App (Duration: 2 days) - Cost Estimate: R 4,000

3.9 Develop reporting and analytics dashboard (Duration: 7 days) - Cost Estimate: R 14,000

Phase 4: Monitoring and Control

4.1 Monitor project progress and track milestones (Duration: 4 days) - Cost Estimate: R 8,000

4.2 Review project budget and track expenses (Duration: 3 days) - Cost Estimate: R 6,000

4.3 Generate progress reports for stakeholders (Duration: 2 days) - Cost Estimate: R 4,000

4.4 Perform regular quality checks on the App (Duration: 5 days) -Cost Estimate: R 10,000

4.5 Address issues and risks as they arise (Duration: Ongoing) - Cost Estimate: Variable, not included in task-based estimate.

4.6 Conduct user satisfaction surveys (Duration: 3 days) - Cost Estimate: R 6,000

4.7 Evaluate project performance and identify areas for improvement (Duration: 4 days) - Cost Estimate: R 8,000

4.8 Conduct project closure activities (Duration: 2 days) - Cost Estimate: R 4,000

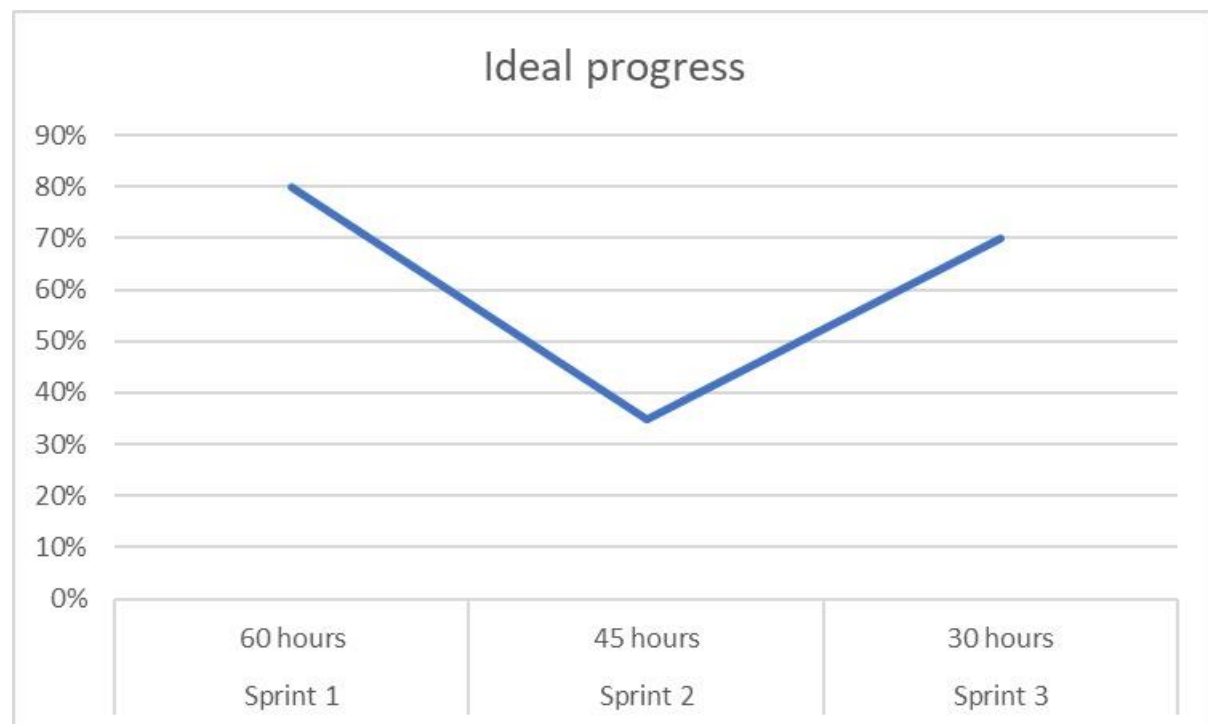
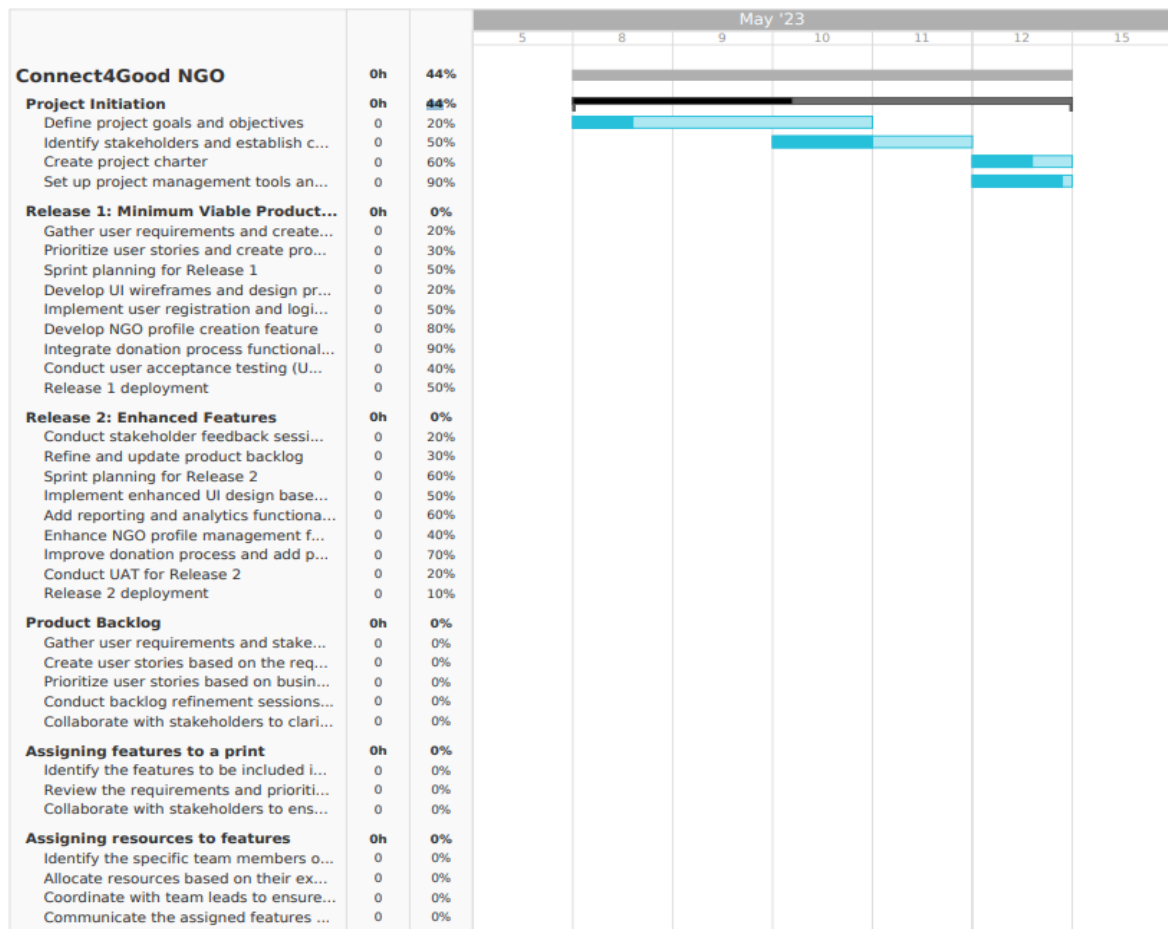
4.9 Prepare final project report (Duration: 3 days) - Cost Estimate: R 6,000

Project Summary:

Total project duration: 12 months

Total project cost: R 256 000

Question 4



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