
 اونیورسیتی ملیسیا قہغ السلطان عبد اللہ UNIVERSITI MALAYSIA PAHANG AL-SULTAN ABDULLAH	FACULTY OF COMPUTING			MARK: /50
	SUBJECT: SOFTWARE PROJECT MANAGEMENT			
	CODE: BCS3143			
	ASSIGNMENT # 4	ASSIGNMENT TYPE Document/Report	DURATION 7 Days	

ID: _____ NAME: _____

TOPIC	CHAPTER 2: PROJECT PLANNING
TIME	7 days
MARK	50
INSTRUCTION	<ol style="list-style-type: none"> 1. This work should be done individually. 2. Submit your answers on Kalam into the correct directory of your section. 3. Save as pdf file and set name your file as “ID_SECTION#_ASGN4.pdf” e.g CB20001_1A_ASGN4.pdf
TASK	<p><u>TASK INSTRUCTIONS</u></p> <p>Based on your system/apps project, perform the following tasks:</p> <ol style="list-style-type: none"> 1. Go to https://www.youtube.com/watch?v=dPK0afWdm50 and watch the video. Then, draw a hierarchical Work Breakdown Structure (WBS) for your project up to Level 4. (Serious Note: The WBS must be relevant to your project, and you can use any suitable tool.) The attached Example 1 is a general WBS for a software project. 2. Go to https://www.youtube.com/watch?v=Pn-C11LxSjs and watch the video. Then, convert your Work Breakdown Structure (completed in Task #1) to an Excel format using Smartsheet.com. (Serious Note: The WBS must be relevant to your project, and you can only use Smartsheet.com for this task.)

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Example 1: General WBS (Up to Level 3) for software project.

WBS Level	Task ID	Task Name	Description
1	1.0	Initiation	Start and define the project.
2	1.1	Project Charter	Define project objectives, scope, and deliverables.
2	1.2	Stakeholder Identification	Identify stakeholders and determine their needs.
2	1.3	Feasibility Study	Analyze technical and financial feasibility of the project.
2	1.4	High-Level Requirements Gathering	Gather and document initial requirements.
2	1.5	Approval and Sign-Off	Obtain project approval from stakeholders.
1	2.0	Planning	Plan tasks and resources for project execution.
2	2.1	Requirements Gathering	Conduct detailed interviews, surveys, and document requirements.
2	2.2	Requirement Analysis	Prioritize and validate requirements.
2	2.3	Risk Assessment	Identify potential risks and develop mitigation strategies.
2	2.4	Project Schedule	Define project timelines and milestones.
2	2.5	Resource Planning	Assign resources, including team members and budget.
2	2.6	Communication Plan	Develop a communication plan for project updates.
2	2.7	Approval of Project Plan	Obtain approval for the project plan from stakeholders.
1	3.0	Execution	Develop, build, and implement the software solution.
2	3.1	System Design	Create system architecture, database design, and UI design.
3	3.1.1	Architecture Design	Design high-level and low-level system architecture.
3	3.1.2	Database Design	Define data structures and schema.
3	3.1.3	UI/UX Design	Develop wireframes, prototypes, and style guidelines.
2	3.2	Development	Code and build individual modules and components.
3	3.2.1	Module Development	Develop modules according to specifications.
3	3.2.2	Code Review	Review code for quality and standards.
2	3.3	Integration	Integrate and assemble modules into the complete system.
2	3.4	Testing	Conduct various levels of testing.
3	3.4.1	Unit Testing	Test individual modules and components.
3	3.4.2	Integration Testing	Test integration between modules.
3	3.4.3	System Testing	Test the entire system for end-to-end functionality.
3	3.4.4	User Acceptance Testing (UAT)	Validate the system with end-users.
1	4.0	Monitoring & Control	Ensure the project remains on track and within scope.
2	4.1	Scope Management	Monitor changes in project requirements and scope.
2	4.2	Schedule Tracking	Track progress against the project schedule.
2	4.3	Quality Control	Monitor quality standards and testing results.
2	4.4	Risk Management	Monitor and mitigate project risks.
2	4.5	Stakeholder Communication	Provide updates and maintain alignment with stakeholders.
1	5.0	Closing	Finalize and close the project.
2	5.1	Final Testing & Quality Review	Ensure all testing is complete and quality standards are met.
2	5.2	Documentation	Complete project documentation, including user manuals.
2	5.3	User Training & Support	Train users and provide initial support.
2	5.4	Project Handover	Transfer the system to the client or operations team.
2	5.5	Project Review & Lessons Learned	Review the project and document lessons learned.
2	5.6	Final Project Sign-Off	Obtain final sign-off from stakeholders.