**Software Project Management Plan**

**For**

**Butterfly, Inc.**

**By**

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**Table of Contents**

1. Introduction

This project will be the creation of an ecommerce website that was derived from an idea I had about starting a strip eyelash company. This website will be selling eyelashes, coming in different styles, and eyelash accessories such as eyelash glue, tweezers, pocket mirrors.

1.1 Project Overview

To build an e-commerce website for an eyelash sale business called ButterflyLashes, Inc. The purpose behind the creation of ButterflyLashes, Inc being to protect against the thinning, weakening, and falling out of our natural lashes, this business promotes a sultry, elegant, natural, or dramatic look to the eyes by use of strip eyelashes without the damage of getting a similar through eyelash extension wear.

1.2 Project Deliverables

1- Part I: **Topic Proposal** due 2/9

2-Part II: **Repo SetUp** due 2/21

3- Part III: **Software Project Management Plan** due 2/25

4- Part IV: **Website Prototype**

5- Part V: **Final website launch version**

1.3 Evolution of the SPMP

Whenever there are changes that need to be made, I will simply make updates to the preexisting documents and implement those changes accordingly.

1.4 Reference Materials

<https://existek.com/blog/sdlc-models/> <https://www.softwaretestinghelp.com/software-development-life-cycle-sdlc/>

<https://cs.uwaterloo.ca/~apidduck/se362/Assignments/A2/spmp.pdf> <https://www.wpbeginner.com/guides/>

<https://www.youtube.com/watch?v=pSyp-gR_np0&t=115s>

1.5 Definitions and Acronyms

Plugin: A plugin is a piece of software that acts as an add-on to a web browser and gives the browser additional functionality

API: application programming interface

Domain: the location of a website

Host: a computer or another device connected to a computer

Server: a software or hardware device that accepts and responds to requests made over a network

Define or provide references to the definition of all terms and acronyms required to properly interpret the SPMP.

**2. Project Organization**

2.1 Process Model

The process that will be used for this project will be the Agile Model precisely because it allows for change during project duration. Corrections of requirements are implemented into the development process and the project is completed in parts. Additionally, risks are managed and minimized by the ability to backtrack and make changes.

2.2 Organizational Structure

The project will be managed internally by me.

2.3 Organizational Interfaces

N/A

2.4 Project Responsibilities

|  |  |  |
| --- | --- | --- |
| Role | Description | Person |
| Project Manager/Point of Contact | Leads the team and handles the communications | Makafui Dzeze |
| Planner/documentation | Competes the various deliverables that are required by the client | Makafui Dzeze |
| Programmer | Completes the programming tasks in the team | Makafui Dzeze |

**3. Managerial Process**

3.1 Management Objectives and Priorities

|  |  |  |  |
| --- | --- | --- | --- |
| Project Dimension | Fixed | Constrained | Flexible |
| Cost |  | X |  |
| Schedule |  |  | X |
| Scope/Functionality |  |  | X |

3.2 Assumptions, Dependencies, and Constraints

Constraints:

1. There is a constraint on the budget since there will be no funding and anything that will need financing will be coming from me.

2. There is a loose constraint on time, despite the fact that the project is due at the end of the semester, there is time up to that time to work on the project and have it done.

Dependencies:

1. It will be dependent and rely on the server, hosting service, and certain APIs that I might use.

Assumptions:

1. The functionality of the website will be limited since it won’t be a real working website for a company.

2. The website will not be fully finished.

3.3 Risk Management

Risk 1: What happens if the web server crashes?

Risk 2: What happens if there is an issue with host service?

Risk 3: What if the client does not like the prototype?

Risk 4: What if the client wants additional features added?

3.4 Monitoring and Controlling Mechanisms

Reports will be provided on a consistent basis.

3.5 Staffing Approach

Makafui Dzeze is the only personnel working on all parts of the project.

**4. Technical Process**

4.1 Methods, Tools, and Techniques

The agile model will be used for this software project. Tools to be used include Github, GoDaddy, and WordPress.

4.2 Software Documentation

I will provide documentation over the course of this project to allow myself to understand what is going on anytime during the creation of my website so that I can easily backtrack and trace my steps and changes.

4.3 User Documentation

I will provide documentation in the form of separate files. There will be separate types of documentation. One will be a client manual, and the other file will be a general manual for all other users of the website. The file for the client will contain information on the website and on the admin account.

4.4 Project Support Functions

Testing after each cycle and customer criticism by giving the customer a testable product. Testing will be performed alongside quality affirmation tests. After creating a working product, the prototype will be sent to the customer to test and give feedback.

**5. Work Packages, Schedule, and Budget**

**WBS**

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