

**TRADE-D**

**Software Project Management Plan**

# **1. INTRODUCTION**

## **1.1 Project Overview**

### **1.1.1 Objectives**

The objective of this project is to develop an e-commerce application for the company, TradeD, that sells designs of logo for different industries. The application will allow user to login, browse, conduct buying and selling of logos that is offered by TradeD. The application will perform the required calculations for the price of logos, and other costs such as postage costs.

### **1.1.2 Assumptions and constraints.**

Constraints include the following:

- The deadline must be met.
- The budget constraint must be met.
- The product must be reliable.
- The architecture must be open so that additional functionality may be added later.
- The product must be user-friendly.

### **1.1.3 Project deliverables.**

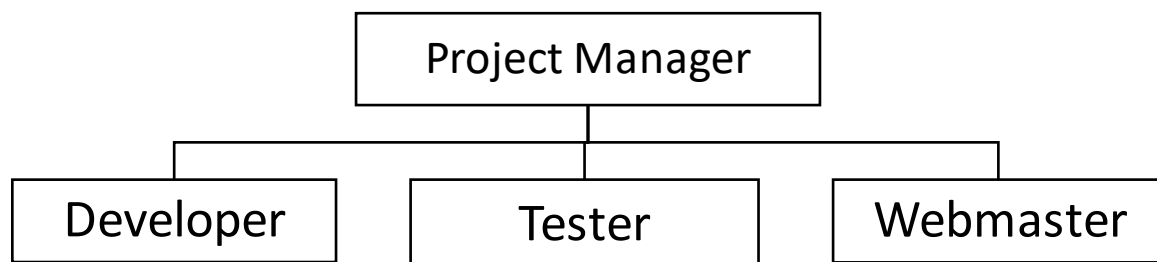
The complete product will be delivered 10 weeks after the project commences.

## 2 Project Organization

### 2.1 Process Model

The process model used for the TradeD project is the iterative model. We plan to use this model as the components of application will be able to be developed parallelly via this model. This model also allows changes of requirement to occur throughout the projects

### 2.2 Organizational Structure



Role	Responsibility	Person in Charge
Project Manager	<ul style="list-style-type: none"><li>• Ensure good communication among the team</li><li>• Conduct project meetings</li><li>• Manage and monitor resource allocation</li><li>• Motivating team members</li></ul>	Ku Amirul Asyraf Ku Amir
Developer	<ul style="list-style-type: none"><li>• Design user interface, website layout using standard coding practice.</li><li>• Defining use-case, object and UML diagrams required</li><li>• Gather and refine specifications based on technical needs</li><li>• Integrate data from services and databases</li></ul>	Arrie Muhammad Aries Sharif
Tester	<ul style="list-style-type: none"><li>• Plan and prepare phases of testing</li><li>• Set up test environments</li><li>• Execute and log tests, evaluate results and document problems found.</li><li>• Monitor testing and test environment using proper tools.</li></ul>	Afnan Amirruddin

Webmaster	<ul style="list-style-type: none"><li>• Maintain the website content</li><li>• Debug issues that arise with website performance</li><li>• Plan for future changes of website</li><li>• Review statistics and monitor analytics</li></ul>	Muhammad Amirul Syafiq Khairuddin
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### **3. Managerial Process**

#### **3.1 Management Objectives and Priorities**

The management objectives for this project would be reporting status, management procedures and using existing software for development of the system. The developer would make a report to the project manager in weekly basis on technical details and makes decisions locally. Project manager then makes decisions and implement the guidelines. Then the manager would identify, mitigates and communicates the risks alongside the webmaster.

#### **3.2 Assumptions, Dependencies and Constraints**

Scheduling for TradeD is depending to the scheduling plans of the course as it is a long term project. The dates that are given for the system are also valid for TradeD. The budget for the development would be maximum of around RM 1590.00 and the cost of TradeD 's total cost is RM 676.35.

#### **3.3 Risk Management**

Major risks of TradeD:

- User interface might be confusing to some users
- Developers are lacking of HTML language knowledge
- Developers have no strong foundation in database
- Developers have no Java language knowledge
- Users might clash in real-time when clicking the same logo choice
- High traffic unexpectedly may be slowing the website down

#### **3.4 Monitoring and Controlling Mechanisms**

TradeD is tracked by web site (<http://www.trade-d.com>) and the periodic status meetings

arranged in the team. Every week developers report to the manager about the technical details.

## **4. TECHNICAL PROCESS**

### **4.1. Methods**

#### Identifying and justifying the plan for the e-commerce application

- Gather information and data needed.
- List down the application requirements in order to align with the business.
- Analyse the application carefully to make sure user can get the benefits.

#### Design the architecture of the system

- Get know the business goal and vision.
- Develop the plan from the data gathered.
- Identify the hardware and software the system required.

#### Coding the system

- Program the application according to the plan.
- Compile the coding.
- Make the code and software neatly arranged.

#### Installing, executing and testing in the real device

- Run the software in the selected hardware.
- Connect it to the database.
- Usability testing. The quality of the software is tested according to the user satisfaction.

#### Maintenance and update

- Repair and update the software continually.

### **4.2. Tools and Techniques**

#### The computing system

Core i3 CPU, minimum 1 GB RAM, Windows 7 and above.

#### Software tools

Eclipse, MySQL, Adobe Dreamweaver, Adobe Photoshop

## 5. WORK PACKAGES AND SCHEDULE

### 5.1 Work Packages

Work packages in Project are:

- Java
- JavaScript
- HTML/CSS
- XAMPP

### 5.2 Schedule

Software Project Management Plant	11 /07/2016
Requirement Analysis Document	18 /07/2016
System Design Document	19 /07/2016
Object Design Document	25 /07/2016
Test Plan	29 /07/2016
Dead Line	08 /08/2016