



UNIVERSITY OF HUDDERSFIELD

MENG GROUP PROJECT

Cryptic Crossword Solver

PROJECT MANAGEMENT

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Chapter 1

Project Management

The management of projects has evolved to become more complex and and diverse as technology grows. One common characteristic shared by all projects is the projection of activities and ideas. The management of a project allows the explicit control of resources and budget as well as a co-ordinated path for a successful project (Lock, 1986).

This chapter consists of the management resources that were deployed upon the project. The chapter includes the initial plans developed for the project as well as the accurate and concise plans of the project which were changed on a constant basis to apprehend the need of the clients, the users, and the development team of the project. Further more the psychology of the development is briefly discussed to illustrate the change in the life cycle of th project.

1.1 Project Overview

The project began on the 30th September 2013 and ended on Friday the 9th May 2014 allowing the team 32 weeks in order to plan, develop and deploy the project as well as allowing sufficient time to produce the academic and technical reports to accompany the product.

The planning of the project has been produced to incorporate all the academic and technical deliverables. The major academic deliverables are:

- Project Proposal
- Presentation of mid-point progress
- Submission of reports
- Final product demonstration

and the project milestone deliverables are:

- Scope
- Software Requirements
- Design
- Development
- Unit Testing
- Integration Testing
- Documentation
- Deployment

The following sections within this chapter show the progress of the project where each of the deliverables were met accompanied by their predicted completion dates to actual dates when they were completed. There have been a number of factors which impacted the plans and these will be discussed in the chapters.

1.2 Planning

This section contains the project plans which have been developed in Microsoft Project 2010. There are three sub sections which define the initial, interim and end progress of the project. Jalote (2005) refers to software engineering as two domains.

1. Student Systems - Programs that people build to illustrate something or for hobby.
2. Industrial Strength Software - Software that can lead to significant direct or indirect loss.

A software project that is planned throughly is a more successful project than a project that is developed through extreme programming. The Cryptic Crossword project initially started through the Waterfall life cycle model and gradually grew to become an Iterative model. Therefore the project plans had to be updated constantly to reflect the change in which the project was being undertaken. Although the overall project is developed in the Waterfall model due to the time constraints applied by University deadlines the project consists of an iterative development outside of the deliverables which are to be produced for academic purposes.

1.2.1 Timeline



Figure 1.1: Project Timeline on the 21st October 2013

Figure 1.1 shows the initial timescale that was drawn up while planning the project. This was produced to show the major deliverables and their dates. In the next section the Gantt Chart that was produced with all the initial tasks to be completed are shown.

1.2.2 Initial Gantt Chart

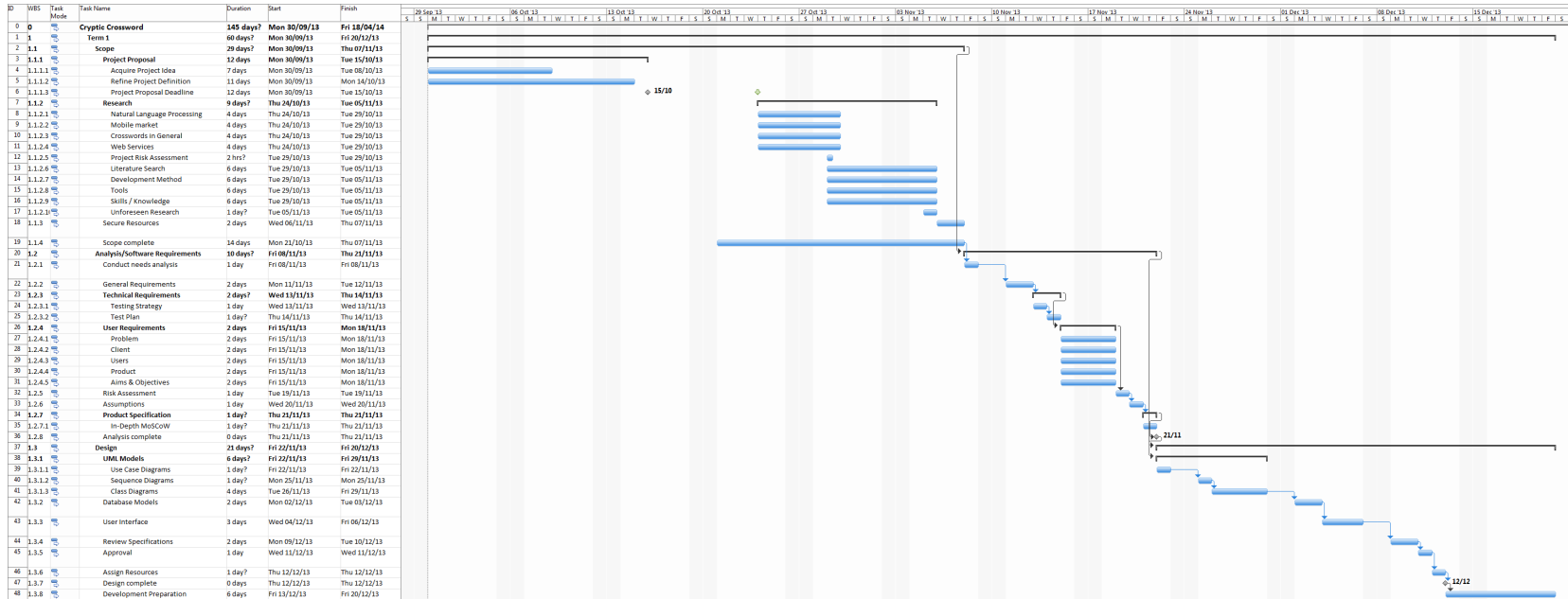


Figure 1.2: Gantt Chart for Term one produced on the 21st October 2013

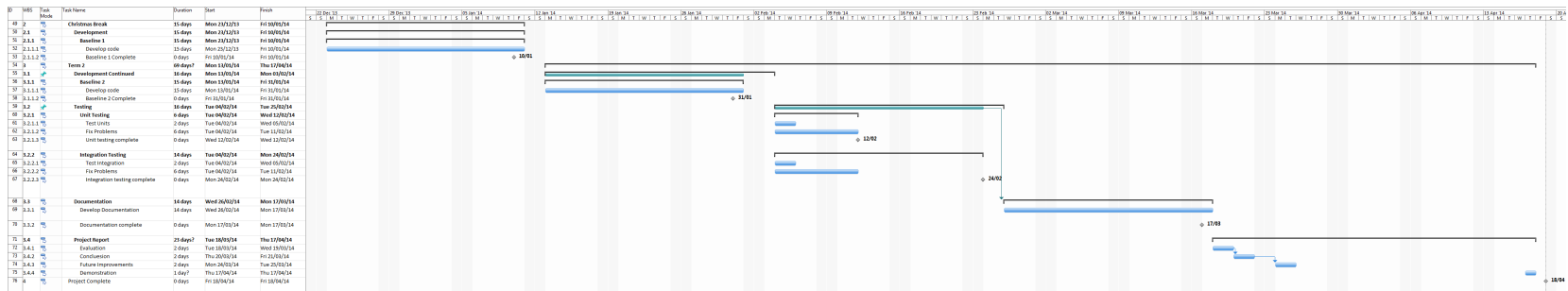


Figure 1.3: Gantt Chart for Term two produced on the 21st October 2013

1.2.3 Interim Gantt Chart

1.2.4 End Gantt Chart

1.3 People Involved

1.4 Ethics and Professionalism

1.5 Psychology of Software Development

1.6 Estimation and Costing

1.7 Allocation of Work

Glossary of Terms

The following section contains a glossary with the meanings of all names, acronyms, and abbreviations used by the stakeholders.

Term/Acronym	Definition
The Guardian	A newspaper with a website featuring cryptic crosswords
Blackberry	A mobile phone platform by Blackberry
iOS	A mobile phone platform by Apple
Android	A mobile phone platform by Google
NLP	Natural Language Processing
SRS	Software Requirements Specification
App	Short for application

Bibliography

Jalote, P. (2005). *Planning a Software Project*. Springer US, Boston, MA.

Lock, D. (1986). *Project management*. Wildwood House, Aldershot.