Gantt

(Full Gantt chart on GitHub named: individualProject.pdf)

SPMP parts:

1.1 Project Overview
Executive summary: description of project, product summary
 The goal of this project is to develop a website for any gamers to

use to learn more about the game. In this website, we will develop an interactive chat, a way to search for specific articles, a way for users to interact with each other, and a way for admin to check on the user's roles. This website will be free but have A donation button.

1.2 Project Deliverables

All items to be delivered, including delivery dates and location
 All pre-project deliverables will be due at the end of March.
 All deliverables will be due April 27. The project will be due May 2.

1.3 Evolution of the SPMP
Plans for anticipated and unanticipated change
 In the event of an anticipated or unanticipated change, I will redesign as soon as possible to alter the website/SPMP in accordance with the new changes.

1.4 Reference Materials
Complete list of materials referenced in SPMP (subject to change)
4.1-
Chat system - Akismet Anti-Spam
Account system - Ultimate member
Login system - Loginizer
Payment processor - Paypal
 User system - W3 Total Cache
4.2-

https://clickhelp.com/software-documentation-glossary/documentation-plan/

4.3- Original documents
Plan to ensure quality assurance:
https://portal.ct.gov/-/media/Departments-and-Agencies/DSS/CT-METS/Library/General/CTDSSQualityManagementPlanv11.pdf?la=en

Configuration management plan (IEEE Std 1042):
https://www.nasa.gov/sites/default/files/t2401_-_rev_b.doc

Verification and validation plan:
https://www.ucop.edu/information-technology-services/_files/itlc/iv-v-plan-template.docx
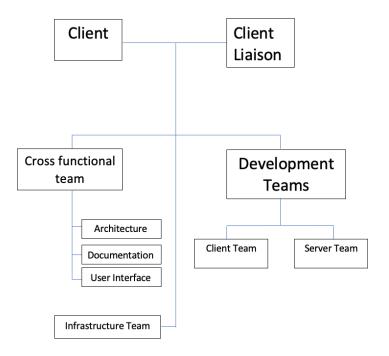
1.5 Definitions and Acronyms

Moderator – A registered user picked by an admin who has the ability to delete comments and ban users

Writer – A registered user picked by an admin who has all abilities of a moderator and the ability to write and edit articles.

Admin – A registered user in charge of managing roles throughout the website. Has all previously mentioned abilities.

2.2 Organizational Structure

Internal management, organization chart

```
                Client                    Client
                                          Liaison

        Cross functional           Development
              team                    Teams

                 Architecture      Client Team    Server Team
                 Documentation
                 User Interface

        Infrastructure Team
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2.3 Organizational Interfaces

Relations with other entities (subcontractors, commercial software)

Since I require an API/plugin for the ability to chat, and payment processor (not all of these will be purely APIs),
I have Implemented akismet antispam, loginizer, ultimate member systems, and W3 Total Cache.

2.4 Project Responsibilities

Major functions and activities; nature of each; who is in charge
Matrix of project functions/activities vs responsible individuals

The staff will consist of only 1 person, which will create the project. I will also be the client. I will oversee everything. The professor will be the project manager.

3.1 Management Objectives and Priorities

Describes management philosophy, priorities among requirements, schedule, and budget
The priority requirements are the account system, the payment processor, and the chat. The budget is undefined, but as low as possible

and certainly below $50. My management philosophy is only my best judgment.

3.2 Assumptions, Dependencies and Constraints
External events the project depends on, constraints under which the project is to be conducted.
Take account of any possible errors or difficulties. Any systems the program will rely on, i.e., the different APIs needed

The project depends on getting working plugin/API for the chat (has some API functionalities). In addition, the schedule of the project is subject to change based upon the clients(me) desires. Furthermore, I must provide all functionality without ever leaving the domain. I have made the necessary changes and implemented the anti-spam plugin/API for the chat system.

3.3 Risk Management
Identification and assessment of risk factors, mechanism for tracking risks, implementation of contingency plans
1. Project too large: If the project is too large, I will identify areas of the website that can be eliminated then discuss with the project manager.
2. Project too complex: If the project is too large, I will identify requirements that can be eliminated then discuss with the project manager.

3. I dislike the project: If I am unhappy with the project, I will attempt to fix the website based upon my preferences.

3.5 Monitoring and Controlling Mechanisms
Frequency and mechanisms for reporting
I will report project progress once per week regularly. I will report each time I encounter a serious problem or finish a part of the project and seek help if needed. All reporting will be done through GitHub and backups.
3.4 Staffing Plan

Numbers and types of personnel required to conduct the project

The staff will consist of only one person, which specializes in programming. I will also need to be the client liaison.

4.1 Methods, Tools and Techniques
Specify the methods, tools, and techniques to be used on the project
for my project I will utilize the Waterfall Method.
Step:
1. Feasibility study
2. Requirements
3. Design
4. Implementation
5. Testing
6. Deployment
7. Maintenance

I will use a:

- Chat system (Akismet Anti-Spam)
- Account system (ultimate member)
- Payment processor (Stripe)

I will also use WordPress
and Namecheap for
hosting
Languages used:

- PHP (Dynamic language)
- JavaScript (perform client-side function)
- CSS (Create good looking page)
- HTML (Create HTML page)

4.2 Software Documentation
Describe the documentation plan
1. Project Name: paradoxgaming.me
2. Scope and Objectives: Design an interactive website that teaches users about the given game.
3. Detailed Content Plan: The website will include a method for registered users to talk on each article, a way for admin to check on registered user roles, and a way for users to support the website. The website will be free to create an account for the website.

4. Time Estimates: A basic setup of the website should be completed late   April in 2021 and the entire project will be finished by May 2 ,

    2021.
5. Responsible Persons: The responsible persons are me alone developing the website.
6. Workflow: I will have hard deadlines and a schedule of when certain tasks will be completed as well as assigning time frames to those tasks.
7. Resources (software, style guides, websites): The website will use a pre-built role management system. In addition, the website will use

ultimate member for the account system, Akismet Anti-Spam for chat, and Stripe for the payment processor.

8. Publishing Details (formats, ways of delivery to end users): I will use GitHub and WordPress deployment.

4.3 Project Support Functions

Plans for the following project support functions.

Plan to ensure quality assurance (QualityManagmentPlan.pdf) - evaluates and modifies an organization's procedures to make sure they provide the desired results. A quality assurance plan should include an organizational structure, details on each employee's responsibilities, and the qualifications an employee needs to fulfill those responsibilities.

Configuration management plan (IEEE Std 1042) (config_manage_plan.pdf) - the management of software engineering projects.

Verification and validation plan (ver-valad-plan-indiv.pdf) - to identify the activities that will establish compliance with the requirements (**verification**) and to establish that the system will meet the customers' expectations (**validation**).

All the above are on GitHub.

5.1 Work Breakdown Structure (WBS)

Hierarchical decomposition of project into activities and tasks