

Project Title: Flash Card Creation	
Start Date: 02/11/2019	End Date: 5/06/2019
Project Manager: Vrusha, Josh	
Project Sponsor: UMKC	
Customer: UMKC Users	
Users: UMKC Students	
Stakeholders and Expectations: Team: Be available and ready to take on issues that come forth while making the web page. Be able to make decisions regarding any software requirements and be able to communicate with each other. Professor Bingham: A website that allows users to create flash cards in the subject of their choice. UMKC: Website that is useable on mobile platform and would enhance study help.	
Purpose (Problem or opportunity addressed by the project): Flash cards are used by student to help them learn and retain information. This website should allow students to create an account which gets stored in the database and allows them to save the flash cards they create as private or public. They would also be able to edit, add, or delete anything in they set that they create. While studying the flash cards the website would randomize the set and allow the user to guess one side of the flash cards and then reveal the other side once they have placed their answer. The stats for each and all set that they have studied would also be stored in their account.	
Goals and Objectives: The goal of this website is to allow the students to be able to create flash cards to study and be able to share them with their peers. The website is expected to: <ul style="list-style-type: none"> • Provide account creation to store the information of the user. • Allow the user to be able to use Mobile platforms to make and view sets. 	

Schedule Information (Major milestones and deliverables):

02/18/2019 – Iteration 1 Begins
02/22/2019 - Project Charter
03/01/2019 – Requirements Document Baselined
03/04/2019 – Iteration 2 Begins
03/04/2019 – Iteration 1 Closeout
03/04/2019 - Project Plan
03/18/2019 – Technical Prototype
03/19/2019 – Iteration 3 begins
03/19/2019 – Iteration 2 Closeout
03/25/2019 – Project Status
04/05/2019 – Architecture Document
04/09/2019 – Iteration 4 Begins
04/09/2019 – Iteration 3 Closeout
04/15/2019 – Iteration 5 Begins
04/15/2019 – Iteration 4 Closeout
05/03/2019 – Test Plan
05/05/2019 – User and System Guide
05/06/2019 – Iteration 5 Closeout
05/06/2019 – Project Release

Financial Information (Cost estimate and budget information):

1 project manager at 4 hours per week for 14 weeks 56 hours * \$50/hr = \$2800
1 requirement engineer at 4 hours per week for 14 weeks 56 hours * \$40/hr = \$2240
2 software engineers at 4 hours per week each for 14 weeks 112 hours * \$40/hr = \$4480
224 hours total, \$9520 total, avg, \$42.50 per hour

Project Priorities and degrees of freedom: Milestones and deliverable dates are not flexible unless prior authorization from the sponsor. Budget of the project will change based on how many hours are put in by each member. This is at the discretion of the team based on approaching deadlines. Roles are changeable based on workloads of individual team members. Roles are expected to shift throughout the project as needs arise.

Approach: Iterative and incremental is planned. Feedback will be used from one iteration to the next. The first iteration will focus on basic functionality of the app. Subsequent iterations will build upon that and incorporate more features as time allows.

Constraints: Approval is required from UMKC to make this an official UMKC app. Any UMKC symbols used in the app must adhere to guidelines the university provides.

Assumptions: Users will know the basics of how to create an account and make a set.

Success Criteria: The project will be considered a success if (1) the team delivers an operational prototype at the end of the semester with the features mentioned in the goal section above, and (2) 80% or more of the team members would be willing to work together on another software project in the future.

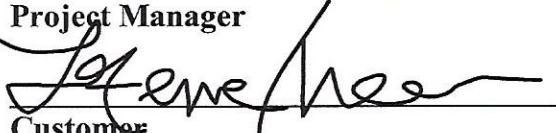
Scope: At the minimum, the software will (1) allow users to create an account on the website, and (2) create and save their flash card sets and stats.

Risks and obstacles to success: Risks the team faces are a lack of experience in developing mobile apps. This lack of experience generates a lot of unknowns. We have only a best guess for the level of work required for the features we have committed to. We do not yet have a clear picture of how the code will be implemented.

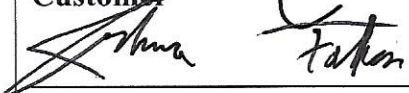
Signatures



Project Manager



Customer



Technical Lead