Ernes Smit

1. **ORGANIZATION** 
   1. **Organizational Boundaries and Interfaces**

*The organizational boundaries will be the input data received from users that used the method previously. The melodies from data that has already been stored will form the interface that will enable the program to create new songs and melodies.*

*The program will look at aspects such as repetition and structure and use this to refine the new melodies that are to be written. Using these repetition and structure repetitions the program will be able to ensure that the melodies ”sound” harmonious and that it is audible to the listener.*

* 1. **Project Organization**

*The staff consists of: Ernes Smit (Technical Project manager ; Programmer) , Nicolas van der Walt (Project Manager) , Marius Liebenberg (Programmer) , Drikus Mostert (Administrative leader; Programmer), Joe Ash(Administrative coordinator), Mkhize (Administrative assistant)*

*Communication within the hierarchy will follow the depicted line of communication (Upwards). The structure of the organogram will also make provision for horizontal lines of communication. These horizontal lines of communication will hold no authoritative bearing but will serve as instructional guidelines and in – service training from more experienced employees.*

*Relevant responsibilities and Titles have connoted at the top next to staff names.*

* + 1. **Project Manager**

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| **Role** | **Organization: Name** |
| Project Manager | Nicolas vd Walt |
| Technical Project Mgr. | Ernes Smit |

Roles:

Project manager: Overall overseeing of the functioning and implementation of all initiatives and ideas as well as the coordination of the project finalization. Continuous communication must be given to all other staff members regarding updates on the project completion and implementation. Furthermore the project manager will oversee that all financial matters are regulated and conducted within the budget framework and that the necessary meetings are held if budget adjustments are to be made. Also, frequent communication with all external stakeholders and possible clients should be done in order to ensure that their inputs and opinions will be implemented into the project.

* + 1. **Project-internal Functions**

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| **Function** | **Organization: Name** | **Comment** |
| Quality Assurance | Ernes Smit | Making sure the programme is implemented effectively and if errors arise they are eliminated and provision is made for them to not occur again |
| System Test Lead | Ernes Smit | The system will be tested on a frequent bases before it is released and after it has been released it will have to be tested on a frequent basis when new updates and improves have been made |
| Validation Lead | Ernes Smit | When the melodies have been recorded into the program and the program has manufactured new melodies of its own, the new melodies will have to be verified as authentic. |
| Configuration Mgmt | Drikus Mostert | As software and hardware necessities arise they will have to be installed and introduced to the already existing structure of software and hardware |
| Change Mgmt | Marius Liebenberg | When clients have requests on changes that they would like to have implemented, they together with their requests will have to be managed and implemented |
| Communication | Drikus Mosterd | Internal as well as external communication should go through an individual authoritative person in order to ensure that no miscommunication takes place. |
| Administration | Mkhize | All communication and all documents will have to be done in a professional manner and kept in a professional and safe place. |
| Financial Management | Joe Ash | All budgets and expenditure will have to be managed and assurance that expenditure does not exceed the specified budget will need to be a major priority |

* + 1. **Project Team**

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| **Organization: Name** | **Availability** | **Comment** |
| Nicolas van der Walt | Available | Active in project |
| Ernes Smit | Available | Active in project |
| Drikus Mostert | Available | Active in project |
| Mkhize | Available | Active in project |
| Marius Liebenberg | Available | Active in project |
| Joe Ash | Available | Active in project |

* + 1. **Steering Committee**

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| --- | --- | --- |
| **Organization** | **Name** | **Comment** |
| Belgium Campus | Nicolas vd Walt | Project Manager |
| Belgium Campus | Desire Sundire | Client of the project |
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1. **SCHEDULE AND BUDGET**
   1. **Schedule and Milestones**

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| Deliverable | START DATE | DURATION | |
| Proposals due. | 2018-03-21 | - | |
| Release and distribution of RFP. | 2018-03-22 | - | |
| Initial meetings. | Once per week on Tuesday | 1 hour | |
| Sponsor selected. | 2018-03-22 | - | |
| Deadline for sponsor to submit written questions and/or non-mandatory notice of intent. | 2018-04-16 | 6 weeks | |
| Questions with written answers provided to sponsor. | 2018-04-30 | 2 weeks | |
| Analyze requirements | 2018-05-01 |  | |
| Development methodology chosen | 2018-05-01 |  | |
| Development milestones Design architecture, frontend, backend | 2018-05-01 |  | |
| Build app | 2018-07-01 |  | |
| Testing. | 2018-07-02 | 3 weeks | |
| Final testing and debugging | 2018-10-01 |  | |
| Finished due date | 2018-11-01 |  | |
|  | | | |
| Budget Budget summary: Seeing as we can fully create this project on a deep learning library – Open source and free. Our only costs will be acquiring the needed skills to finish this project.  Udemy has many courses in Python – The main language used by deep learning libraries.  I and my team have purchased a few to help us in development.  Receipts available on request. | | | |
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| **Cost Item** | **QTY** | **Unit Cost** | **Total Cost** | **Maintenance first Years** | **Maintenance 5 years** | **Maintenance in %** |
| Udemy course | 5 | 120 | 600 |  |  |  |
|  |  |  |  |  |  |  |
| **TOTAL COST** |  |  | 480 |  |  |  |