**Software Project Management Plan**

**Learning Management System**

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**Team Members**

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# Overview

## Purpose and Scope

A graphical user interface learning management system that will allow both students, professors, and administration for a university. It must be easy to use and meet the requirements that will satisfy all three groups. The system will contain basic information such as student’s name, student’s ID, registered courses in the current semester, the exam’s score in one course, GPA calculation. The system will allow professors to manage assignments and grades including being able to modify them. Admin of the system will be able to manage login information for both staff and students. The system will not fully comprise of all the necessity of a real system, but only contain what is essential for the project.

## Goals and Objectives

*The goal of the project is to create a learning management system must store and retrieve basic information such as student’s name, student’s ID, registered courses in the semester, each exam’s score in one course, GPA in the current semester.*

Project goals:

1. Establish a learning management system for university’s students and staff.
2. Create a graphic user interface system that meet the requirements.

Project objectives:

1. Create a database or a storage for keeping the information of students and staff.
2. Create an interface that will allow students to check their courses’ information, grades, and assignments. Professors should be allowed to update course information, change grades, and

## Assumptions and Constraints

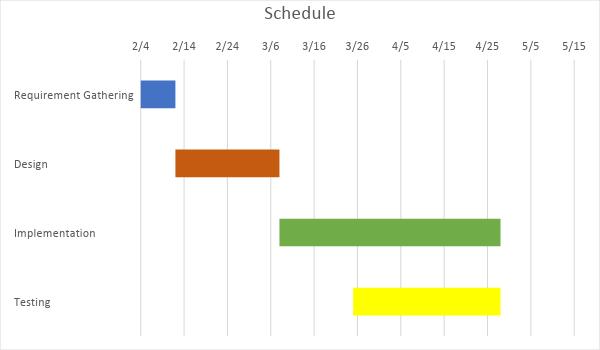
**Assumptions:**

1. The IT team for the school will have infrastructure ready.
2. The IT team and management will have knowledge to implement the system.
3. No other advanced features requested other than those that are stated.
4. Any specific 3rd party tool integration will be the responsibility of the school or IT team.

**Constraints:**

1. The LMS must be complete by 04/28/2018
2. GIThub must be used for implementation tracking.

## Schedule



## Definitions

**GIT -** a free and open source distributed version control system designed to handle everything from small to large projects with speed and efficiency.

**GITHUB -**  a web-based hosting service for version control using Git.

**GUI -**  Graphical User Interface.

**LMS -** Learning Management System.

# Startup Plan

## Team Organization

Chief Programmer: The responsibility of the chief programmer is to code the system and use the knowledge and experience to guide other programmers on what to do.

Programmers (2): Programmers are primary responsible for coding and unit testing modules. They are also expected to take part in architecture planning and review meetings.

QA Testers(2): Testers responsibility are to test the program to see if there are any bugs or errors in the system.

## Technical Process

The tentative process is the incremental process. This due to of teamwork with programming errors and maintenance are a given nature in coding.

## Tools

* Programming Language – Python 3
* Version Control – source code and written artifacts will be stored on to the github repository
* Build tools – Visual studio 2017 and tkinter
* Automated testing tool - pyunit

# Work Plan

# Control Plan

## Monitoring and Control

Weekly Sync – Team meeting. Project participants report status, progress and potential problems.

3/21/2019 – Project Presentation.

4/25/2019 – Final Meet up and sync.

4/28/2019 – Project Due