Rakan Maher Joudeh 202010464
Rand Wail Dabbuor 202010428

Software Project Management Plan

Project Phase 1

TURBO Project

Document Version 1

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Team

Rakan maher Joudeh

Rand Dabbour

Submitted to:

DR. Mohammed Nassar

Software Engineering

Amman Arab University

Rakan Maher Joudeh 202010464
Rand Wail Dabbuor 202010428

Revision History

Version	Date	Comments
1.0	3/8/2023	Initial version of project plan documentation
2.0	6/8	Second version changing were done to the tasks in Gant chart and the process model page 7

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Rand Wail Dabbuor 202010428

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1. Introduction:

1.1 The SPMP in Brief:

The Software Project Management Plan describes the approach, techniques, and procedures for managing the development of the rental supercar website.

The Rental Supercar website is an online platform that rents out luxury supercars to automotive enthusiasts and thrill seekers looking for a premium driving experience. This website intends to provide a simple and user-friendly interface via which clients can quickly browse, choose, and book their dream supercar for a certain rental period.

1.2 Project Goals and Purpose:

The goal of this project is to design a user-friendly and responsive website that allows users to search for and rent expensive supercars online. The goals are to create an appealing interface, a smooth booking experience, and effective car rental management.

1.3 project deliverables:

A project charter is a formal document that approves the project and describes its objectives, scope, stakeholders, and overall approach.

Requirements Specifications: A detailed document that outlines the website's functional and non-functional needs, such as features, user interactions, and system behavior.

1.4 Documents for Design:

Wireframes: Visual representations of the website's layout and user interface that demonstrate where elements should be placed.

Mockups are high-fidelity design representations that depict the ultimate look and feel of a website.

Schematic representations of the system's structure, including front-end and back-end components, are shown in architecture diagrams.

Website back-end:

The server-side components in charge of data handling, user authentication, and request processing. This should be created and evaluated to ensure that it fulfills the functional requirements.

1.5 Database:

A well-structured database used to record information about supercars, user profiles, bookings, and other pertinent information.

1.6 Artifacts of Testing:

Plans for testing each area of the website, including functional, usability, security, and performance testing.

Specific test scenarios and methods to validate various features and functionalities are referred to as test cases.

Test reports: Recording of test findings and any issues discovered during testing.

User Guides & Manuals:

Documentation that explains how to use the website, make reservations, and navigate its features.

1.7 Front-end of a website:

The user-facing portion of a website that includes graphic components, layout, and user interactions.

This should be created and tested to confirm that it fits the design specifications.

Quality Assurance Documentation:

Documentation showing that the website meets predefined quality standards and requirements.

2. Project Organization:

2.1 Project Team Structure:

Project Manager: [Rakan]

Front-end Developer: [Rand]

Back-end Developer: [Rakan]

UI/UX Designer: [Rand]

QA Tester: [Rakan and Rand]

2.2 software process model:

Waterfall model

The waterfall Model illustrates the software development process in a linear sequential flow. This means that any phase in the development process begins only if the previous phase is complete. In this waterfall model, the phases do not overlap.

2.3 Roles and Responsibilities:

The project manager oversees overall project organization and planning.

Communication with and management of stakeholders.

Identifying and mitigating risks.

Front-end Developer: In charge of client-side development and user interface design.

Collaborate with the designer to ensure that the layouts are responsive and visually appealing.

Back-end Developer: This person oversees server-side development and database integration.

Ensure data security and safe user information handling.

UI/UX Designer:

Create wireframes and design mockups.

Ensure the website's visual elements align with the brand and user experience.

QA Tester:

Conduct thorough testing of the website's functionality.

Report and track issues and bugs for resolution.

2.4 tools and techniques:

Code Editors:

Visual Studio Code: A popular and free source code editor with a wide range of extensions for web development.

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Rand Wail Dabbuor 202010428

Front-End Development:

HTML/CSS: The fundamental building blocks of web development for creating the structure and styling of web pages.

JavaScript: A programming language used for adding interactivity and dynamic elements to web pages.

Bootstrap: A popular front-end framework that provides pre-designed CSS styles and components for responsive web design.

Back-End Development:

Node.js: A server-side JavaScript runtime that allows developers to build scalable and fast back-end applications.

Database Management:

MySQL or PostgreSQL: Relational database management systems commonly used for web applications.

3.Project management plan:

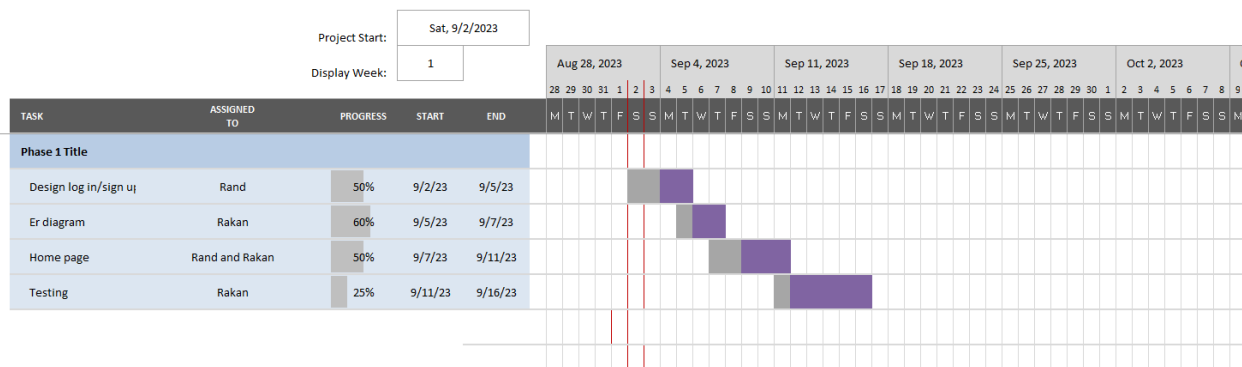| Task-no	Description	Deliverables and Milestones	Recourses Needed	Dependencies and constraints	Risks and contingencies	responsible
1	Design log in/sign up UI	Responsive UI according to requirement within 4 Days	Functional and non-functional Requirement	Depends on requirement	UI Cant be or hard to code. Make sure design component available in the project programming languages.	Rand

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2	Er diagram	Complete within 2 days	Database plan and components	Data on UI	Incomplete data	Rakan
3	Home page	Home page with important components	Requirement and UX/UI of home page	Log in/sign up Requirement Design	Design component cant be transfer to code.	Rand / Rakan
4	SRS	Full requirement and specification document within 2 weeks	Functional and non-functional Requirement and specification.	Users and stakeholders needs and requirement. Contains are to make sure getting the right ones from users and stakeholders. So clear, consistence	Stakeholders do not know what they exactly want. Contingencies are the the right communication skills and regular meetings	Rakan/ Rand
5						
6						

3.2 Assignments

3.3 Timetable

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Rand Wail Dabbuor 202010428

4 Additional Material