

# Software Project Management Plan (SPMP)

for

## <Cafe Order Management>

<Author / M.I.T Team>

<2015.5.13>

### Revision Chart

Version	Date of Issue	Author(s)	Description of Change
1.0	2015-04-16	Scott Uk-Jin Lee	Initial SPMP Release
1.1	2015-04-27	Choi Gwanggyu	First version
1.2	2015-05-01	Choi Gwanggyu	Second version
1.3	2015-05-04	Choi Gwanggyu	Third version ,First merge
1.4	2015-05-11	Choi Gwanggyu	Final merge and version

## Contributions

name	part	
Park Chanyoung	Session.1	100%
	Abstract	100%
Seo Seongho	Session.2	100%
	Session.5	15%
Choi Gwanggyu	Session.3	100%
	Merge	100%
Lee Jaesung	Session.4	100%
	Session.5	15%
Son Dongho	Session.5	70%
	Gantt chart & Milestone	100%

## Abstract

*This document is the SPMP for MIT team. Estimated time, resources and the entire plan of the project are included in this document. Risk management is also included and the project manager will lead team based on this document. SPMP will be managed every months and unexpected additional information will be placed in appendix.*

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# 1. Introduction

## 1.1. Project Overview

For the COM project, a group of five developers work together in a team, called MIT. Our client is the owner of Cafe529 at Ansan, he required cafe order management system that will provide customers and managers with an easy to use interface to order and accept menu through computers.

The project deadline is 12th Jun, 2015. The budget has not been set. Some documents and prototypes are due on earlier dates.

The main deliverables are SRS document, SPMP document, Instruction manual document, complete software source code itself. For a quality of complete program, this project is split up in three test phases, two of prototype tests and a beta test. Additionally, several management documents will need to be written in this project.

## 1.2. Project Deliverables

Deliverable	Date	For whom
SPMP document	2015.06.03	Project team
SRS document	2015.06.08	Project team
First prototype	2015.05.06	Customers
Second prototype	2015.05.20	Customers
Instruction manual document	2015.06.03	Customers
Complete product	2015.06.12	Customers

## 1.3. Evolution of the SPMP

Expected change (Requirements, Delay)	The COM is 3 months project. This document will be updated every months for put under change control. Next update day is the first week of June.
Unexpected change	Use appendix for unexpected change control.

## 1.4. Reference Materials

- [1] MIT, Cafe Order/Management SW Development Plan, 2015
- [2] MIT, Software Requirements Specification for Cafe Order/Management SW, 2015

## 1.5. Definitions and Acronyms

Define or provide references to the definition of all terms and acronyms required to properly interpret the SPMP.

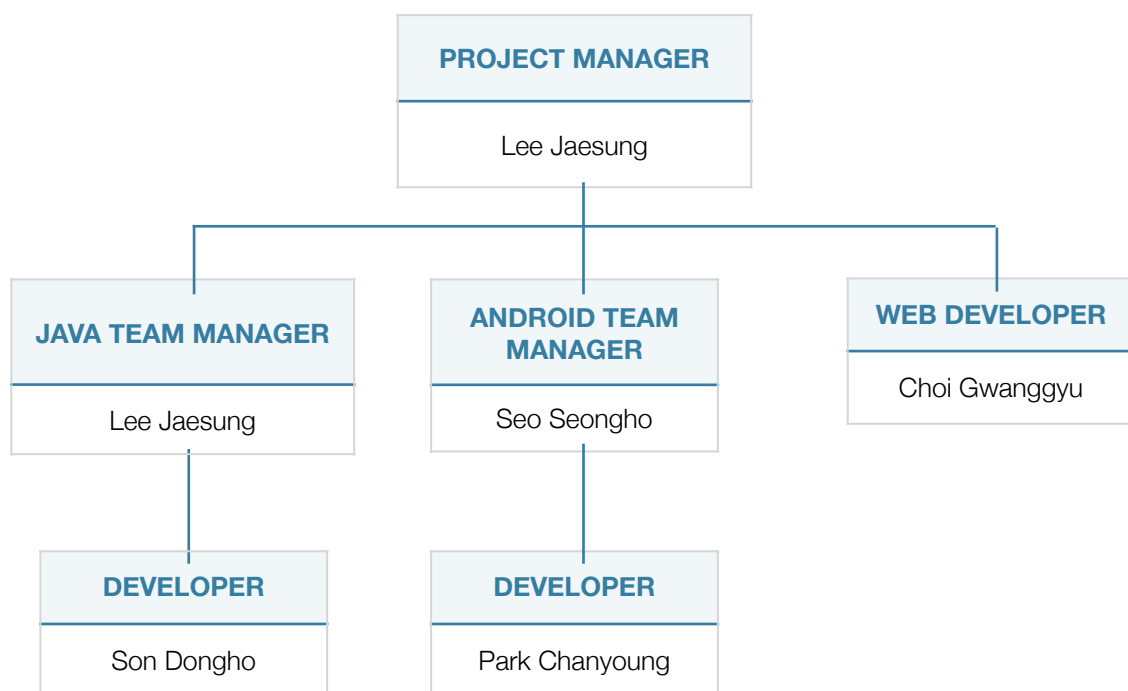
<b>COM</b>	Cafe Ordering Management.
<b>SPMP</b>	Software Project Management Plan
<b>SRS</b>	Software Requirements Specification
<b>SW</b>	Software
<b>XP</b>	Extreme Programming
<b>PM</b>	Project Manager
<b>POS</b>	Point Of Sales
<b>IEEE</b>	Institute of Electrical and Electronics Engineers
<b>WBS</b>	Work Breakdown Structure

## 2. Project Organization

### 2.1. Process Model

Our process model is XP, one of agile development methodology. Roles are divided into 1 Project Managers, 2 Android developers, and 2 Java developers, 1 web server developer, each team does pair programming. For complete one release, we go through planning, designing, constructing, testing, release activity. 3 releases will be produced for each Android, Java team.

### 2.2. Organizational Structure



### 2.3. Organizational Interfaces

Organization	Liaison	Contact Information
Customer: Scott Ukjin Lee	Project Manager	<email : <a href="mailto:scott@hanyang.ac.kr">scott@hanyang.ac.kr</a> room : 3-431>
Customer: Lee Jaesung	Lee Jaesung	<email : <a href="mailto:pod5432@gmail.com">pod5432@gmail.com</a> >
Customer: Seo Seongho	Seo Seongho	<email : <a href="mailto:ssh9717@gmail.com">ssh9717@gmail.com</a> >

## 2.4. Project Responsibilities

Role	Description	Person
Project Manager	<ul style="list-style-type: none"><li>- Development support</li><li>- Review output</li><li>- Managing development</li><li>- Adjusting system construction direction</li><li>- Development team management and planning</li></ul>	Lee Jaesung
Android, Java Team Manager	<ul style="list-style-type: none"><li>- Project management</li><li>- Final decision to key issue</li><li>- Review to each team's output</li><li>- Decide major policy related with system construction</li><li>- Supervise the project process</li><li>- Regular meeting with customers</li></ul>	Seo Seongho Lee Jaesung
Developer	<ul style="list-style-type: none"><li>- System design and construct</li><li>- Program implement</li><li>- Unit module test</li></ul>	Park Chanyoung Son Dongho Choi Gwanggyu

## 3. Managerial Process

### 3.1. Management Objectives and Priorities

The main goal of the MIT will eliminate the error that may occur when using a program that improves the reliability of our company from the customer by reducing the customer's inconvenience. So we can not yield in order to achieve the goal component is the quality of the product. For the completion of the program budget and schedule may be some variation.

### 3.2. Assumptions, Dependencies, and Constraints

We did not exist a real customer. we assumed virtual customers suitable for our project by role of cafe owner. We will finish this project before 12th June 2015, make an instruction manual until 16th June 2015. Events that can cause a delay we have other class's project, exam, holidays, reserve military force training and job searching activity and capstone. This event will deplete our resources given to us.



### 3.3. Risk Management

Risk issue	Target	Solution	Expected delay
Team encounters technical problem : hard to implement, hard to find solution	ALL	Consulting with PM or expert and seminar as team unit.	+3 day / Problem
Delay for midterm study	Choi Gwanggyu	Give time to study before midterm. Be slow before midterm and be faster after midterm.	+4 day / Problem
Someone become lazy	Seo Seongho	PM encourage teammate. Give time to encourage.	+1 day / Problem
Someone encounter unexpected problem.	ALL	Consult with PM , give him short rest.	+2 day / Problem
Members of health is not good.	ALL	Wait for the team of health will be restored.	+1~7 day/ Problem
We did not exist a real customer.	ALL	Each of the team members take turns to act as a customer.	
Capstone	ALL	An important than this project. Wait until the end.	
Contest	Seo Seongho Lee Jaesung Son Dongho	Postpone	

### 3.4. Monitoring and Controlling Mechanisms

Communicated Information	From	To	Time Period
Status report	Project Team	Project Manager	twice a week
Status report	Team member	team manager	weekly
Project Review	Project Team	cafe manager(customer)	after finish each prototype

### 3.5. Staffing Approach.

Our team consist 5 developer. Android tablet app and POS system is main system of this project so team of make each system consist 2 developer. We need communication between each system so 1 developer make server system

## 4. Technical Process

### 4.1. Methods, Tools, and Techniques

Materials	5 MacBook air for development
	1 iMac for server
Tool	Eclipse for java development
	Android studio for android development
	SublimeText2 for Server development
Format	Write to match the IEEE format
Test	Test planning will write in the future
Methodology	We use the xp from Agile methodology
Human resources	Son Dongho and Lee Jaesung are java development team and Lee Jaesung is java team manager
	Seo Seongho and Park Chanyoung are android development team and Seo Seongho is and android team manager
	Choi Gwanggyu is Server team

### 4.2. Software Documentation

During the project, to ensure that the implementation of the software satisfies the requirements, the following documentation is required as a minimum:

The Software Requirements Specification (SRS) follows the IEEE format and SRS clearly and precisely describes each of the essential requirements (functions, performances, design constraints, and attributes) of the software and the external interfaces.

### 4.3. User Documentation

The user manual should make it easy for users to use and it must be delivered to the user as a text file

### 4.4. Project Support Functions

During the project, there are several management functions besides the Project Management  
Configuration Management: During the project, we use the git to the configuration management.  
Verification and Validation: All delivered software products should be tested. test methods will write in the future.

## 5. Work Packages, Schedule, and Budget

### 5.1. Work Packages

Android Application Work Packages (Including Web server work packages)

WBS 1 Design GUI	WBS 1.1 Home layout
	WBS 1.2 Sign-in dialog
	WBS 1.3 Menu&order layout
	WBS 1.4 Alarm layout
	WBS 1.5 Sign-up layout
WBS 2 Login&register system	WBS 2.1 Database design for membership system
	WBS 2.2 Build-up communication between App and server
	WBS 2.3 SMS authentication
	WBS 2.4 Make php files for login & register
WBS 3 Make order at table	WBS 3.1 Database design for ordering
	WBS 3.2 Build-up communication between App and server
	WBS 3.3 Wishlist function
	WBS 3.4 Make php files for ordering
WBS 4 Coupon system	WBS 4.1 Database design for coupon
	WBS 4.2 Build-up communication between App and server
	WBS 4.3 Make php files for coupon system
WBS 5 Non-functional requirements	WBS 5.1 Encryption of data
	WBS 5.2 TLS protocol setting
	WBS 5.3 Data structure
	WBS 5.4 Algorithms
WBS 6 Test	WBS 6.1 First release test activity
	WBS 6.2 Second release test activity
	WBS 6.3 Final release test activity

## Java Work Packages (Including Web server work packages)

WBS 7 Design GUI	WBS 7.1 Home layout
	WBS 7.2 Table layout
	WBS 7.3 Menu&order layout
	WBS 7.4 More view layout
WBS 8 Order receipt	WBS 8.1 Database design for ordering
	WBS 8.2 Non-members ordering system
	WBS 8.3 Ordering approval function
	WBS 8.4 Production completion function
	WBS 8.5 Delay alarm function
WBS 9 Modify system	WBS 9.1 Database design for modify system
	WBS 9.2 Menu modify function
	WBS 9.3 Table color modify function
	WBS 9.4 Order cancel function
WBS 10 Non-functional requirements	WBS 10.1 Encryption of data
	WBS 10.2 Data structure
	WBS 10.3 Algorithms
WBS 11 Test	WBS 11.1 First release test activity
	WBS 11.2 Second release test activity
	WBS 11.3 Final release test activity
WBS 12 Deployment	WBS 12.1 Make an instruction manual for users
	WBS 12.2 Delivery

## 5.2. Dependencies

Should be completed to start next WBS	Next WBS
WBS 1	WBS 2, WBS 3, WBS 4
WBS 2	WBS 3
WBS 1, WBS 2	WBS 6.1
WBS 6.1	WBS 3
WBS 3	WBS 6.2
WBS 6.2	WBS 4
WBS 4	WBS 6.3
WBS 7	WBS 8,9
WBS 7	WBS 11.1
WBS 11.1	WBS 8
WBS 8	WBS 11.2
WBS 11.2	WBS 9
WBS 9	WBS 11.3

## 5.3. Resource Requirements

Resource	Numbers	Purpose	Source	Period
Developers	5	To complete project	Students who study software engineering	2015.3 - 2015.6 (4 months)
Laptops	5	To develop software	Individual laptop	2015.3 - 2015.6 (4 months)
Server	1	To save information	SMaSH	2015.3 - 2015.6 (4 months)
Work space	1	To work together	SMaSH	2015.3 - 2015.6 (4 months)

Android application	5 MM
Java program	5 MM
Total Man-Month	10 MM

## 5.4. Budget and Resource Allocation

WBS		Budget Estimate(Man-Month)	Charge	% of project
WBS 1	WBS 1.1	0.2	Android Team	2%
	WBS 1.2	0.1	Android Team	1%
	WBS 1.3	0.2	Android Team	2%
	WBS 1.4	0.1	Android Team	1%
	WBS 1.5	0.2	Android Team	2%
WBS 2	WBS 2.1	0.2	Android Team Server Team	2%
	WBS 2.2	0.1	Android Team Server Team	1%
	WBS 2.3	0.3	Server Team	3%
	WBS 2.4	0.2	Server Team	2%
WBS 3	WBS 3.1	0.2	Android Team Server Team	2%
	WBS 3.2	0.1	Android Team Server Team	1%
	WBS 3.3	0.3	Android Team	3%
	WBS 3.4	0.2	Server Team	2%
WBS 4	WBS 4.1	0.1	Android Team Server Team	1%
	WBS 4.2	0.1	Android Team Server Team	1%
	WBS 4.3	0.2	Server Team	2%
WBS 5	WBS 5.1	0.3	Android Team Server Team	3%
	WBS 5.2	0.3	Android Team Server Team	3%
	WBS 5.3	0.1	Android Team Server Team	1%
	WBS 5.4	0.1	Android Team Server Team	1%
WBS 6	WBS 6.1	0.1	Android Team Server Team	1%
	WBS 6.2	0.2	Android Team Server Team	2%

	WBS 6.3	0.2	Android Team Server Team	2%
WBS 7	WBS 7.1	0.2	Java Team	2%
	WBS 7.2	0.2	Java Team	2%
	WBS 7.3	0.3	Java Team	3%
	WBS 7.4	0.2	Java Team	2%
WBS 8	WBS 8.1	0.2	Java Team Server Team	2%
	WBS 8.2	0.3	Java Team Server Team	3%
	WBS 8.3	0.2	Java Team Server Team	2%
	WBS 8.4	0.2	Java Team Server Team	2%
	WBS 8.5	0.2	Java Team Server Team	2%
WBS 9	WBS 9.1	0.2	Java Team Server Team	2%
	WBS 9.2	0.3	Java Team Server Team	3%
	WBS 9.3	0.2	Java Team Server Team	2%
	WBS 9.4	0.3	Java Team Server Team	3%
WBS 10	WBS 10.1	0.2	Java Team Server Team	2%
	WBS 10.2	0.2	Java Team	2%
	WBS 10.3	0.2	Java Team	2%
WBS 11	WBS 11.1	0.3	Java Team Server Team	3%
	WBS 11.2	0.3	Java Team Server Team	3%
	WBS 11.3	0.4	Java Team Server Team	4%
WBS 12	WBS 12.1	0.2	Java Team	2%

WBS 12	WBS 12.2	0.2	Java Team Server Team	2%
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## 5.5. Schedule

See Appendix

## 6. Additional Components.

### 6.1.Appendices