Faculty of Engineering and Applied Science

SOFE 3490U Software Project Management

Lab #4

Group 12

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Risks & Countermeasures

1. **Risk 1:**

   Software development delays. Staff are not really familiar with developing full working applications, therefore there will be several challenges that the team will have to face. Arising software development complications may cause overall project delays. The team will try their best to divide and conquer the problem by helping each other. Staff will also check on each other's work periodically to make sure the project is going according to plan.

2. **Risk 2**

   User's security. This project consists of a social application, this means users will be exposed to cyberbullying, scams, blackmail and other types of harms. As creators of the application we need to make sure to have strict policies and allow users to report any kind of inappropriate content. After the application is up and running the team will be in charge of checking and dealing with these types of issues to make sure users feel safe when using our application.

Resources

- Product Manager

  Description:

  The product manager is arguably the most important role in the entire team. He or she is responsible for:

  - Driving the vision of the product
  - Liaising with customers
  - Coming up with the project scope that the entire team must follow to create a product that will serve customers' needs.

  For a startup, the co-founder can play the role of a product manager in the early stages, guiding and communicating with both sales and marketing to come up with a clear vision of the product.

Responsibilities:

- Requirements gathering
- Recruit staff
- Conceptual design
- System testing
- User testing
- Test launch
- Final fixes

- Developer:

Description:

Developers are the ones who actually write and launch the code of the software or application. Depending on what your particular project requires, it is typically better to hire specialized resources for that particular technology.

Full-stack developers (masters of all trades) are increasingly common, as they help the company save on costs since it doesn't have to hire multiple developers – the company can use the same developer no matter what platform its application is built on.

Responsibilities:

- Hardware selection
- Software selection
- Conceptual design
- Hardware installation
- Data migration
- System development
- System testing
- Final fixes

- UI Designer:

Description:

Communicate with the product manager and developers to create stunning visuals for the product.

- Create the visual assets from the initial concept to launch.
- Create wireframes, storyboards, user flows, process flows, and sitemaps to effectively communicate interaction and design ideas.

Great UI designers must be knowledgeable of user interface trends and the best application for a particular product.

Responsibilities:

- Software selection
- Conceptual design
- UI design
- Documentation
- Final fixes

Gantt Chart (.mpp file)

Link: https://drive.google.com/open?id=1c9kPAawJPiEX6vwO9f1lWuYItvXmrQeF

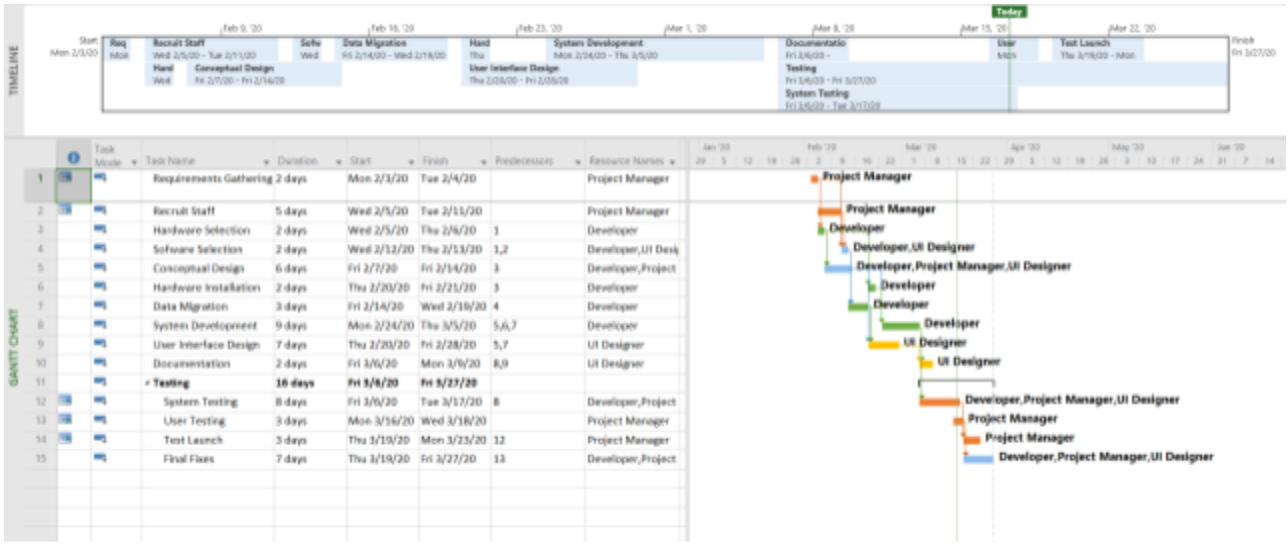

Image 1: Gantt Chart

Image 2: Summary of testing phase

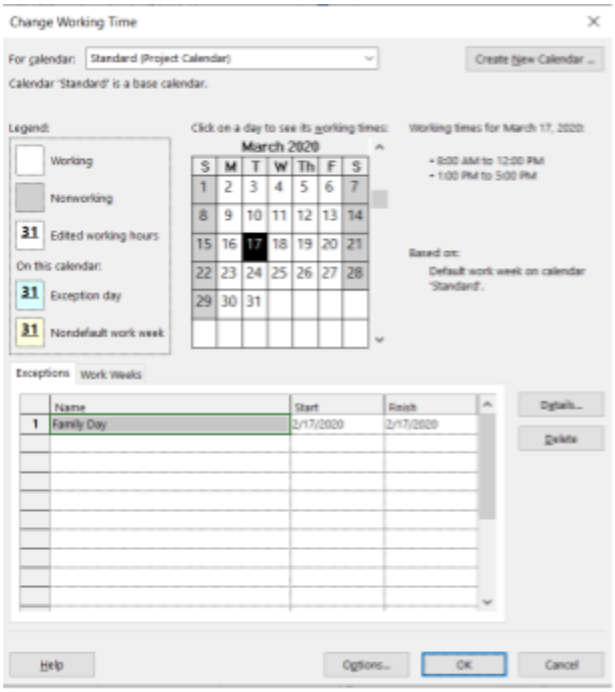

Image 3: Holiday assigned in calendar