



# Software Project Management

## Lab 4

Student Name	Student ID
Hemshikha Sultoo	100670616
Ireni Ruthirakuhan	100657302
Shanjay Kailayanathan	100624670

## Part 1: Risk Assessment & Countermeasures

- 1) The project might go over the estimated budget. Therefore, when evaluating the estimate, the team will make sure to allow for some additional expenses.
- 2) If some team members turn out to be unproductive and inefficient, the manager will be held responsible to remove them from the project and assign their roles to senior developers with more experience.
- 3) If the project is not completed by the deadline specified on the contract, a mutual variation to the contract should be made to request an extension.
- 4) If the iPads do not work as effectively as expected, the team will have to look for other similar devices and technologies to complete the implementation phase.
- 5) If any undesirable outcomes result from unclear requirement statements on behalf of the users, they will be liable to allocate the team extra time and financial support to develop the product.
- 6) A crash in the server may result in orders not being able to process so orders must be able to be placed in-store even without internet connectivity.
- 7) If the order of iPads is delayed, our team will not be liable for any sort of litigation and will be given extra time for installation.

## Part 2: Team Resources & Activities

Labour Resource	Activities
Designers	<ul style="list-style-type: none"><li>● Planning and designing</li><li>● Responsible for overall design</li><li>● Shape projects functionality and appearance</li><li>● Make sure the requirements of users are met in a cost-efficient manner</li></ul>
Coders	<ul style="list-style-type: none"><li>● Software development</li></ul>
Testers	<ul style="list-style-type: none"><li>● Test for bugs in the program</li><li>● Test usability</li></ul>
Project Managers	<ul style="list-style-type: none"><li>● Gathering requirements</li></ul>
Operational Managers	<ul style="list-style-type: none"><li>● Make sure the project is working as expected</li><li>● Make sure the project is meeting expectations of consumers</li></ul>
Team Leader	<ul style="list-style-type: none"><li>● Hire staff as required</li></ul>

	<ul style="list-style-type: none"> <li>• Train Staff</li> <li>• Make sure tasks are efficiently completed on time</li> <li>• Communicate issues with Project Manager</li> </ul>
--	---

#### Equipment (workstations)

- PCs, iPads, mobile phones
- Software for developing programs
- Software for testing programs

#### Materials

- Stationary: pens, pencils, etc.
- Office supplies

#### Space

- Office spaces to work on the project, including meeting rooms
- Rest areas, creative zones, kitchen areas

#### Services

- Cloud computing services (Amazon AWS, Google Cloud Platform, etc)
- CRM Platform (Hubspot, etc)

#### Time

- Gather requirements - 1-week time frame
- Select a compatible iPad - 1-week time frame
- Planning and designing - 2-week time frame
- Software development - 3-week time frame
- Hire staff as required - 2-week time frame
- Testing and Implementation- 2-week time frame
- Train staff - 2-week time frame

#### Money

- Budgeting
- Time/Pay Tracking Services

### **Part 3: Microsoft Project Professional File**

See “SPM Lab 4.mpp”.