Project Management Plan

SEmester

Version:	0.1
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Document History

Document Name	Version	Date	Reviewer	Responsible
CSPM_PMP_0.1.docx	0.1	02/12/2024		Chatpisut Chaiuan, Peerachada Limtrakul, Salinporn Rattanaprapaporn, and Thanida Paige Pholsukcharoen

Table of Content

1. Document Objectives

The Project Management Plan (PMP) document serves the following formal purposes:

- It outlines the methodology for managing, monitoring, and following the project's progression.
- It specifies the system resources that have been designated for the project development.
- It involves the allocation and scheduling of resources in a manner that adheres to the predetermined milestones.
- It details the necessary infrastructure, repository management system, and quality management system to be employed throughout the project's lifecycle.

2. Product Description

SEmester is a web application for users to manage coursework, enhancing the learning experience for both students and teachers. Users of this application can be separated into 2 types by their responsibility; Teacher and Student.

Students can benefit from various features within the system that are designed to enhance their academic experience. They can easily submit assignments through a user-friendly interface, which simplifies the process. The platform also includes a grade viewer that uses an intuitive graph to help students visualize their academic progress and understand performance trends. Additionally, students can easily monitor their attendance records and keep track of their attendance history.

Teachers have several tools at their disposal to enhance their classroom management. They can streamline the assignment process, simplifying the task of assigning and collecting work. An announcement hub facilitates seamless communication with the entire class, ensuring everyone is informed. Additionally, teachers can effortlessly track and manage student attendance. With features like a grade calculator and class overview, they can evaluate student performance and gain valuable insights into class progress.

Scope

1. **Inventory Management:** The application will allow Owner to track their inventory levels for various ingredients and supplies. They will be able to add new items to the inventory, update quantities as they are used or restocked, and set up alerts for low stock levels.
2. **Order Management:** The application will allow Employee to manage orders more efficiently. They will be able to view incoming orders, update their status, and notify customers when orders are ready for pickup or delivery.
3. **Reporting:** The application will generate reports on various aspects of the coffee shop's operations, such as inventory levels, sales by product, and staff

performance. These reports will help managers make informed decisions about production, pricing, and staffing.
4. **User Management:** The application will allow Administrator to manage user access and permissions. They will be able to add new users, assign roles (such as manager, barista, or delivery driver), and control which features each user can access.
5. **Security:** The application will be designed with security in mind, using best practices for authentication, authorization, and data encryption.

Objectives

1. Develop a web-based application that helps Owner manage their production processes more efficiently by providing features for tracking inventory, scheduling staff, managing orders, and generating reports.
2. Enable Owner to track inventory levels for various ingredients and supplies, add new items to the inventory, update quantities as they are used or restocked, and set up alerts for low stock levels.
3. Allow Employee to manage orders more efficiently by viewing incoming orders, updating their status, and notifying customers when orders are ready for pickup or delivery.
4. Generate reports on various aspects of the coffee shop's operations, such as inventory levels, sales by product, and staff performance, to help Owner make informed decisions about production, pricing, and staffing.
5. Enable Administrator to manage user access and permissions, add new users, assign roles, and control which features each user can access.
6. Design the application with security in mind, using best practices for authentication, authorisation, and data encryption.

3. Resources

3.1 Software Resource

Coffee Shop Production Management is a web application that developed using ASP.NET MVC with Microsoft SQL as database for the system.

We use the Microsoft Visual Studio 2022 as a development tool and Microsoft SQL Server for storing the data. And these for the full list of the project development tools

Development Tools:

- Microsoft Visual Studio 2022
- Microsoft SQL Server 2022
- Visual Studio Code Version 1.80

3.2 Hardware Resource

This is the hardware that we use for develop a web application and acted as local server for the project. Computer Hardware Specification.

Note: Refer to the minimum requirement of Microsoft SQL Server 2022

CPU:	x64 processor 1.4 Ghz
Main Memory:	4 GB of Ram
Operating System:	Windows 10 build 1607

4. Role and Responsibility

Staff	Role	Responsibility
Thanida Paige Pholsukcharoen	Project Manager (PM)	• Manage Project • Track the Project's Progress
	System Analysis (SA)	• Analyse and design the software system. • Present the Prototype. • Design Test Cases and Test Procedures.
	Developer (Dev)	• Develop the software • Unit Testing.
Salinporn Rattanaprapaporn	Project Coordinator and IT Service Desk (PCo)	• Coordinate between Work Team • Track Changes in the Correction Register (i.e. A Change Report)
	System Analysis (SA)	• Analyse and design the software system. • Present the Prototype. • Design Test Cases and Test Procedures.
	Developer (Dev)	• Develop the software • Unit Testing.
Chatpisut Chaiuan	System Analysis (SA)	• Analyse and design the software system. • Present the Prototype. • Design Test Cases and Test Procedures.

	Requirement Engineering (Req)	• Requirement Analysis and Elicitation.
	Tester (Test)	• System Testing and Integration Test.
Peerachada Limtrakul	System Analysis (SA)	• Analyse and design the software system. • Present the Prototype. • Design Test Cases and Test Procedures.
	UI/UX Designer (UI)	• Design the software User Interface and User Experience.
	Tester (Test)	• System Testing and Integration Test.

5. Risk Items

Risk Items	**Solution**	**Probability (1-Low, 3-Med, 5-High)**	**Impact (1-Low, 3- Med, 5-High)**
Changing requirements.	Team meeting for applying requirement change.	2	4
Time limitation.	Working overtime.	1	3
Unavailable staff	Staff must notice the other as early as possible, in order to alter the project schedule in advance.	4	5

6. Expected Deliverables

No.	Artefacts	Media	No. Of copies	Date
1	Project Proposal	Artefacts: Hard Copy	3	15/11/2024
2	First Milestone: - CSMP_SoW_1.0 - CSMP_SRS_1.0 - CSMP_SD_1.0 - CSMP_PMP_1.0 - CSMP_TP_1.0 - CSMP_TR_1.0 - Software Version 1.0	Artefacts: Hard Copy Software: Dedicated Repository	3	21/01/2025
3	Second Milestone - CSMP_SD_2.0 - CSMP_PMP_2.0 - CSMP_TP_2.0 - CSMP_TR_2.0 - Software Version 2.0	Artefacts: Hard Copy Software: Dedicated Repository	3	25/02/2025
4	Third Milestone - CSMP_SD_3.0 - CSMP_PMP_3.0 - CSMP_TP_3.0 - CSMP_TR_1.0 - Software Version 3.0	Artefacts: Hard Copy Software: Dedicated Repository	3	11/04/2025

Note:
SoW = Statement of Work
SRS = Software Requirement Specification
SD = Software Design
TP = Test Plan
TR = Test Report

7. Delivery Instructions

- **Software Deployment:** The software being developed will be deployed to a dedicated repository provided by the customer. In addition to the primary repository, two backup environments will also be provided by the customer. These repositories serve as a safeguard in case anything happens to the primary repository. Having backups ensures that there is no loss of work or data, and provides an additional layer of security for the software being developed.
- **Artefacts:** Artefacts will be delivered via three hard copies at the same time as the product delivery.

8. Project Infrastructure, Repository & Quality Management System

8.1 Project Repository

All software artefacts, including software product will be store at:
http://www.github.com/(sample-team)/(sample-project)
Where artefacts will be in a separate folder called “artefacts”, and source code will be in a separate folder called “src”.

8.2 Artefacts Naming Convention

All artifacts will be prefixed with a designated acronym, followed by an underscore and the type of document. For the purpose of this project (acronym CSPM), the naming convention will be as follows: CSPM_PMP, CSPM_SRS, etc.

8.3 Versioning Convention

8.3.1 Source Code and Software

The versioning of source code will adhere to the commit hash from GitHub. Upon first delivering the software to clients, the software will be designated as version 1.0. Following acceptance by clients, and commencing to the next milestone, the software version will be increased at the whole part (e.g. 2.0, 3.0, etc.)

8.3.2 Artefacts

The initial versions of all baselined artifacts will be designated as version 0.1. Upon client acceptance, the artifact version will be changed to 1.0. In the event of revisions to an artifact, the version will be incremented at the fractional part. For instance, a revised version of the Project Plan may be named "CSPM_PMP_1.1".

8.4 Backup & Recovery

- Daily Backup: On a daily basis, upon the conclusion of the workday (which is at 17.00), the Developer is responsible for executing a daily backup of the repository. This backup operation will involve saving a copy of the repository to a local disk as well as to a designated private cloud storage location. The backed-up files will be stored in a folder named "DailyBackup," which will contain subfolders labeled with the appropriate date notation of "YYYY-MM-DD".
- Weekly Backup: At the end of each week (which is on Friday), the Developer is tasked with carrying out a weekly backup of the repository. The backup procedure will entail saving a copy of the repository to a local disk and also to a specified private cloud storage location. The backed-up files will be contained in a folder named WeeklyBackup," which will include subfolders identified by the date notation of "YYYY-MM-DD".

9. Project Schedule

9.1 Estimated Durations

Tasks and Estimated Durations		
No.	**Task**	**Estimated Duration (Days)**
1	Project feasibility study	3
2	Project proposal	2
3	First Milestone	48
3.1	Statement of work	4
3.2	Project Plan	4
3.3	Software Requirement Specification	4
3.4	Software Design Document	6
3.5	Implement, Test & Review Teacher Features	20
3.6	Finalise First Milestone Delivery	5
3.7	Prepare & Present First Milestone Deliverables	5
4	Second Milestone	30
4.1	Implement, Test & Review Student Features	20
4.2	Finalise Second Milestone Delivery	5
4.3	Prepare & Present for the whole system	5
Total		83

9.2 Project Timeline

Figure 1: Schedule for Project Initiation (Project Feasibility Study + Proposal)

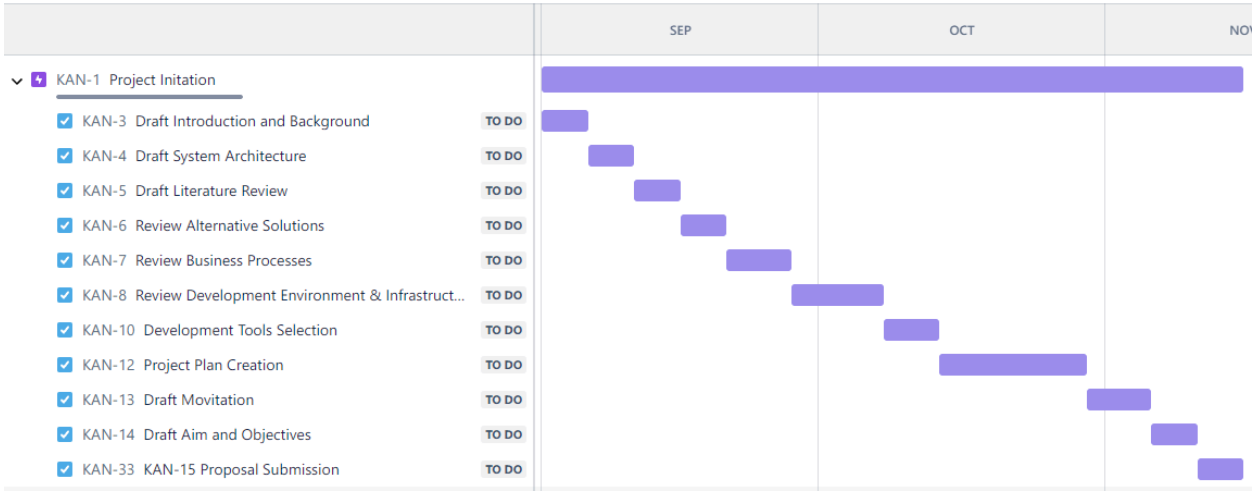

Figure 2: Schedule for The First Milestone

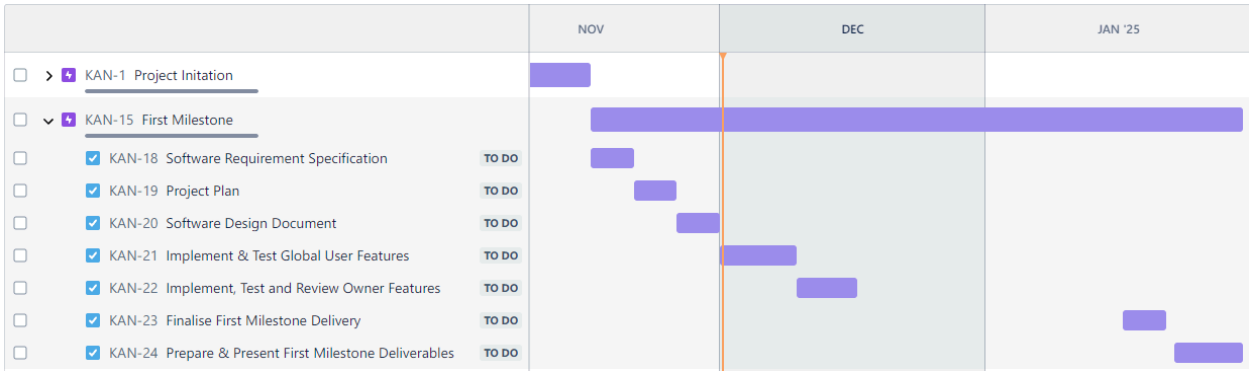

Figure 3: Schedule for The Second Milestone

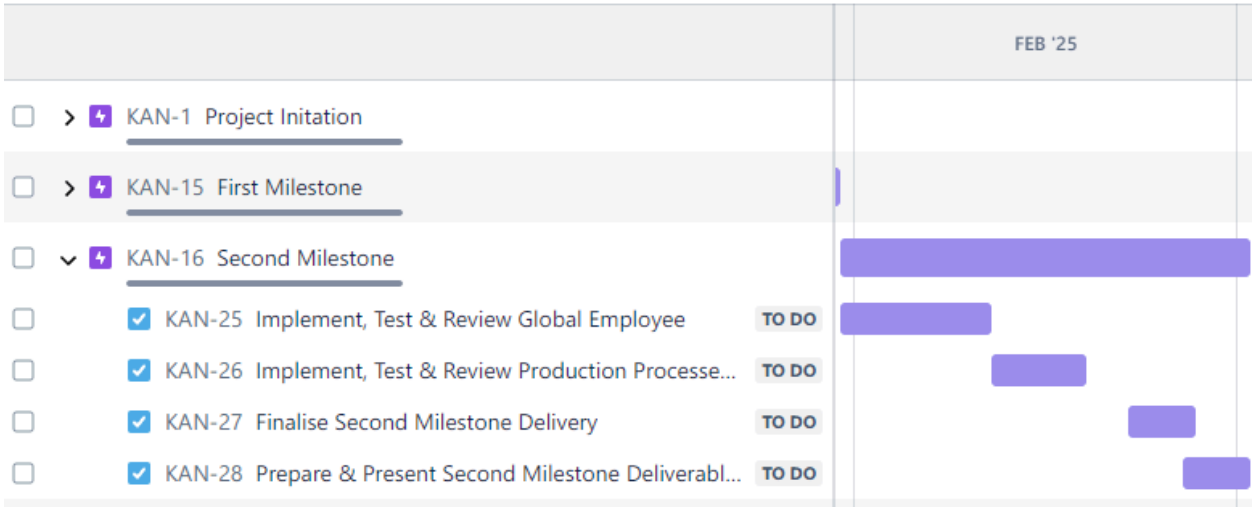

Figure 4: Schedule for The Third Milestone