Youth Health Coach

**Software Project Management Plan**

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Cosc 412

**Revision Sheet**

**Update 1:**

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**Preface: Scope and Purpose**

Develop a game-like tool to simulate interest in all children in relation to fitness, health, nutrition, and medicine. This will create a fun, interactive learning experience for teens to educate them on healthy lifestyle choices. The website will deliver a game with single and multiplayer modes and the ability for parents to monitor their child’s progress in the game. The website will consist of a fun and interactive mix-and-match game. The game will consist of several flashcards that have definitions and terms that will match together. It is up to the user to memorize and discover the correct answers.

**Table of Contents**

1. Introduction…………………………………………………………………………………… 5  
 1.1 Project Overview …………………………………………………………………. 5  
 1.2 Project Deliverables …………………………………………………………….... 5  
 1.3 Evolution of the SPMP …………………………………………………………... 5  
 1.4 Reference Materials …………………………………………………………….... 5  
 1.5 Definitions and Acronyms………………………………………………………... 6

2. Project Organization……………………………………………………………………...  
 2.1 Process Model …………………………………………………………………..  
 2.2 Organizational Structure ………………………………………………………..  
 2.3 Organizational Interfaces ……………………………………………………….  
 2.4 Project Responsibilities …………………………………………………………

3. Managerial Process ……………………………………………………………………….  
 3.1 Management Objective and Priorities …………………………………………..  
 3.2 Assumptions, Dependencies, and Constraints ………………………………….  
 3.3 Risk Management ………………………………………………………………  
 3.4 Staffing Plan …………………………………………………………………....  
 3.5 Monitoring and Controlling Mechanisms ……………………………………...

# **Part I: Introduction**

## 1.1 Project Overview

Develop a website that educates the youth of healthy and active lifestyle decisions. The website must provide users with an interactive game that stimulates interest in fitness, medicine, and healthy eating. The product will make use of the interest of the youth in game-like technology and pique their interest in a subject they might not necessarily choose to learn. Users will be able to play in single, team, and multiplayer modes on all platforms.

1.2 Project Deliverables

Create an educational website that incorporates a fun-interactive-learning game. The “game” will be a flash card game that will test the player on their knowledge on the following categories:

1. Fitness
2. Teaching
3. medical
4. Health/Nutrition
5. Technology

**Project Deliverables:**

1. Requirements
   1. Due 2/18/2020 @ 5P.M.
2. Use Cases
   1. Due 2/18/2020 @ 5P.M.
3. Repo Setup
   1. Due 2/21/2020 @ 5P.M.
4. SPMP
   1. Due 2/25/2020 @ 5P.M. (Part 1)
   2. Due 5/1/2020 @ 5P.M. (Final)
5. Test Skeleton
   1. Due 3/10/2020 @ 5P.M.
6. Code Review (1,2,3)
   1. Due 5/1/2020 @ 5P.M.
7. Mid-Semester Presentation
   1. Due 3/24/2020
8. Deployment plan
   1. 4/8/2020 @ 5P.M.
9. All documents, Reviewed and complete
   1. Due 5/1/2020 @ 5P.M.
10. Project Presentation
    1. Due 5/19/2020 @ 7P.M.

1.4 Reference Materials

1.5 Definitions and Acronyms

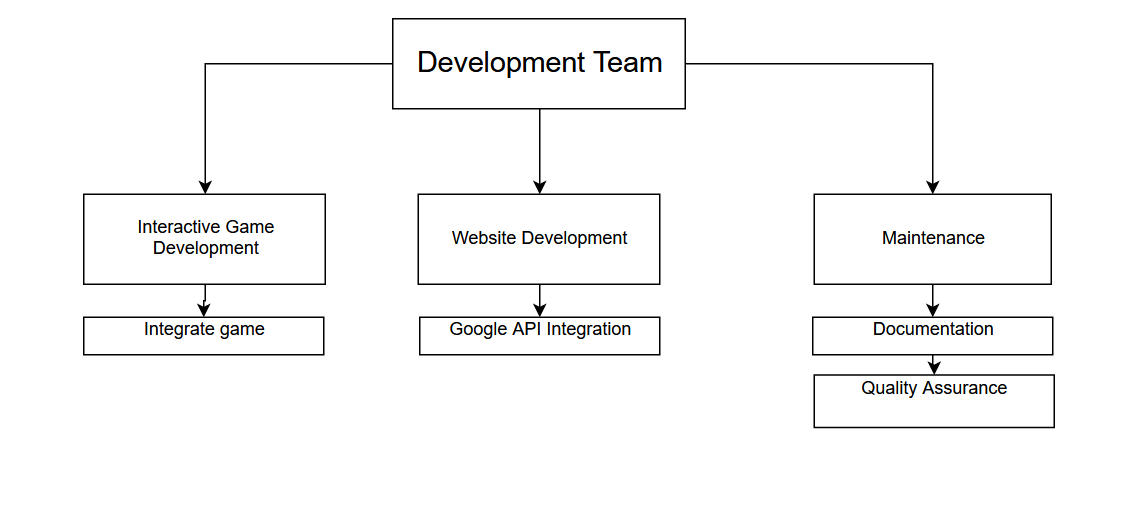
SPMP: Software Project Management Plan

# **Part II: Project Organization**

## 2.1 Process Model

Users will be able to create an account on the website. Users can have their processes saved and can pick up where they left off on their game.

## 2.2 Organizational Structure



## 2.3 Organizational Interface

Visual Paradigm Online (<https://online.visual-paradigm.com/>) software used to create organizational structure and WBS.

## 2.4 Project Responsibilities

|  |  |  |
| --- | --- | --- |
| Role | Description | Person |
| Project Manager  Point of Contact | * Motivate team members to complete tasks * Ensure contribution of all team members * Find new tasks to add to agenda | Alexander Dao |
| Planning Manager | * Organize schedule for project * Declare deadlines for tasks to be completed * Determine who does what task | Matthew Cole |
| Game Development Manager | * Provide overview and details of the game * Create roles/tasks for each aspect of the game * Research and implement game features * Delegate tasks to other developers | Ben Carbaugh |
| QA/Process Manager | * Lead team in quality assurance plan * Alert team of quality problems * Establish quality development standards * Act as inspector and recorder of project specifications | Dylan Hubbs |
| Support Manager | * Guide team in all aspects of support * Help with tasks that other managers need assistance on | Joseph Breen |
| Documentation Lead | * Lead team in full documentation of project * Monitor and record all resources used * Record budget of the product | Vince Lepitan |

# **Part III: Management Process**

The management of the software project includes four focus areas. The first area is where we define our objectives and priorities. The second area focuses on the assumptions, dependencies, and constraints of the project itself. The third area will focus on the risk management of the process. Lastly, the final area will focus on monitoring and controlling for reporting.

## 3.1 The Management Objectives

The main objective of working on this software project is that everyone does their jobs on time and everyone puts in the same amount of effort as the other individual.

The project schedule below presents a listing of tasks, activities, and deliverables associated with the planning and requirements gathering stages for this project. In developing this software, it is difficult to have detailed tasks and activities at this stage of development. As of 2/24, out current schedule is laid out as follows:

|  |  |  |
| --- | --- | --- |
| Phase | Project Deliverables | Due |
| Initial Structuring | * Brainstorm ideas for fun-yet-educational games for website * Purchase Domain * Create schedule * Set up Repo   + https://github.com/adao1220/Cosc412\_Group3 | 2/30/2020 |
| Paste 1- Software Development | * Begin coding website * Understand what the core functionalities are that are necessary. * Get the game up and running for beta uses * Code should comply to all guidelines * Make sure Requirements are met and up-to-date * Use case followed |  |
| Phase 1- Testing | * Testing the website for possible bugs * Check that all core functionalities of the website are up and running * Make sure the website complies with all of the guidelines given by the committee. | Mid Semester Presentation |
| Phase 2- Software Development | * Update coding for bugs found in Testing * Get response from Test players * Code should comply to all guidelines |  |
| Paste 2- Testing | * Testing the website for possible bugs * Check that all core functionalities of the website are up and running * Make sure the website complies with all of the guidelines given by the committee. |  |
| Phase 3 Final | * Final Software Project Management Plan * Prototype Presentation | Final Presentation |

## 3.2 Assumptions, Dependencies, and constraints

**Assumptions:**

* Deliverables/tasks are completed on time for each member
* All programs and edits to the website will work properly
* Everything that was tested and complete were documented
* Weekly meetings every Tuesday after classes to make sure everyone is on track

**Dependencies:**

* Game (that Ben and Vince are creating) must be implemented before other things are set.

**Constraints:**

* Meeting with one another during coronavirus pandemic
* Group Project due 5/1/2020
* Cost- $49.99/year (BlueHost)

## 3.3 Risk Management

Contingency planning

1. If the client wants to add another game to the site OR if the client doesn’t approve of the educational level of the game.
   1. (Option 1) Create a Jeopardy game style system that will test the user with other players
   2. (Option 2) re-design the flash card game to make it more interactive
2. Client believes that the flash card game is too easy or difficult for the target audience of high school
   1. Redesign the game/course to better suit the “player”
3. If the client doesn't like the design of the website
   1. If there is time before the release date, as client for what their website would like to look like. Look for templates that will match what the client feels fits their vision.

## 3.4 Monitoring and Controlling for Reporting

GitHub, storing a separate folder on desktop for back-up.

# **Part IV: Technical Process**

## 4.1 Methods, Tools and Techniques

Methods:

* An Agile model was used to best accommodate for the changes in requirements so the design can be updated accordingly.

Tools:

* Wordpress.org
* Agile
* Host (BlueHost.com)
* Elementor
* Updraftplus
* wpDataTable

Techniques:

* Used WordPress/HTML/CSS to develop the website
* Used JavaScript,(ASK BEN) to create game
* Testing all components of the game through all stages of development from initial coding to implementation
* Continued documentation of the project to include team meeting notes, deadlines, expected time of delivery, and level of effort (LOE)
* Modify our deliverables as new requirements and unanticipated problems occur through the developmental process
* Continued maintenance after initial implementation to ensure all bugs are patched

## 4.2 Software Documentation

## 4.3 Project Support Functions’

Plans for the project’s support functions. The website will need all of the following in order to create a fun and interactive game for youth that educates them about healthy lifestyle decisions.

Quality Assurance:

Configuration Management Plan:

Verification and Validation Plan:

## 

# **Part V: Description of Work Packages**