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**Software Project Management Plan**

Group 3

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**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.

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# **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

1.3 Project Deliverables

We will add to the timeline as changes arise. We anticipate there will be several changes to our project as we go along. We will be sure to work on the project in advance prior to due dates to prepare for any unanticipated changes.

1.4 Reference Materials

TBD

1.5 Definitions and Acronyms

TBD

# **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

## 2.4 Project Responsibilities

|  |  |  |
| --- | --- | --- |
| Role | Description | Person |
| Project Manager | * 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 | JOSEPH BREEN |
| 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 | BEN CARBAUGH |
| Documentation Lead | * Lead team in full documentation of project * Monitor and record all resources used * Record budget of the product | VINCE LEPITAN |

NOTE: There should be continued documentation throughout each phase. Continue to update the SPMP and fill out any required paperwork needed

# **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:

(Insert schedule of all the due dates. Deliverable dates, goal dates, w/e)

|  |  |  |
| --- | --- | --- |
| Phase | Project Deliverables | Due |
| Initial Structuring | * Brainstorm ideas for fun-yet-educational games for website * Purchase Domain * Create schedule | 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 |  |
| 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 |

NOTE: There should be continued documentation throughout each phase. Continue to update the SPMP and fill out any required paperwork needed

## 3.2 Assumptions, Dependencies, and constraints

The constraints the development is under currently is the delivery date of the project is only three months away from the first request date.

During the weekly virtual meetings, the main goal of each is to discuss upcoming deliverables, plans, and the weekly assignments that will be split amongst each member.

Unfortunately, because this is a software development project for a course, we currently have no funding. Other than purchasing licenses on our own, the budget for Group 3 is currently $0.00.

## 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

# **Part IV: Technical Process**

## 4.1 Methods, Tools and Techniques

Methods:

Tools:

1. Wordpress.org

Techniques:

1. Testing all components of the game through all stages of development from initial coding to implementation
2. Continued documentation of the project to include team meeting notes, deadlines, expected time of delivery, and level of effort (LOE)
3. Modify our deliverables as new requirements and unanticipated problems occur through the developmental process
4. 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:

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