Lab №4 Software Project Management

Ethan Wallace <100632495>
Gabriel Gelgor <100620076>
Sunny Patel <100614547>

Part I Risks

There can be risks with any application. One risk that our group identified early was that in many users may not know exactly how to access some functionality, or make the application do what they want. This can be a source of customer churn, and disgruntled users will potentially spread bad opinions of the application to their colleagues, colouring potential new customers' perceptions before they have even tried the application themselves.

A strategy to combat this will be to provide helpful and complete documentation of the application, written by the people who have designed the application. This will help our project in two ways; first, it will mitigate this potential risk and help show our customers that we value their time, and second, will create a value-added selling point for our product. As most of the heavy development is in the early stages of our project we can utilize the frontend, sever-side, and hardware leads to add value while they otherwise would not be working.

Another potential risk in any software application is non-compliance. For this project, strict requirements have already been laid out, and it will cost time and money if these requirements are not met. We will ensure this does not happen through a dedicated acceptance testing regime. While this means the product is not completed as quickly as if we did not have this time, the team feels that the cost of not having this testing will be greater than the potential risks of shipping a non-compliant product. We will ensure a separate QA (quality assurance) team manages this acceptance testing for us.

Part II Resources

We have identified five resources that will be required for the successful completion of our project, a senior developer, a hardware lead, a server lead, a frontend lead, and a QA lead.

The hardware lead is charged with any hardware-related tasks (i.e., any infrastructure the other teams might require). Their tasks will include hardware selection, hardware integration, and writing the hardware-related documentation.

The server lead will be responsible for anything to do with the business logic running on the organizational server. Their tasks will include creating the backend logic, creating the REST API to access the backend, and writing the backend-related documentation.

The frontend lead will guide the development of the client-facing application. Their tasks will include creating the application, the unit testing of that application, and writing the application documentation.

The QA lead is the liaison with the larger QA team. Their tasks will be to run the entire application through acceptance testing, as well as oversee the documentation being written by the other teams to ensure quality and correctness (as that documentation relates to the actual function of the application).

Finally, there will be a senior developer with skills from all areas responsible for merging the separate work done by the other teams. Specifically, the senior developer will oversee the integration of the server-side code and the prepared hardware, as well as the integration of the client-facing web application on top of that.