



Software Project Management

Lab 4

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Introduction

We are working on the MusicHub application and this report will discuss:

- Risks associated with certain Activities
- The resources required to complete this application
- Activity diagram into a Gantt chart

Risks with activities

Risk	Counterpart
The hired staff does not know how to code in the desired programming languages assigned by the SPM.	We are going to vet each staff member with multiple programming tests in the hiring process which will help us understand if they can code.
Someone can hack into a customers account to retrieve there credit card info and other important information.	In order from this we will use OAuth to stop the hackers as well use secured https and ssl connections.
The stakeholders in the project not liking the end result of the project.	We will like to keep the stakeholders involved in the process at all time and use there suggestions to make the project how they will like to see it happen.
Implementation might take longer than expected which can slow down the whole project.	We are going to set strict deadlines that should be met by all developers.
Money allocation will be a big risk.	We will try to maintain the money situation very carefully. We will try not to spend too much money on 1 team, we will try to spread the money throughout the team.
Testers might not test all the right components in the project.	There will be a list of requirements that must pass before they deploy the app for everyone.

Resources:

Team Members: Our team is going to consist of developers of all sort ranging from back-end, front-end, testers. We will also have a deployment team which are knowns are the business team as well as HR recruiters.

- HR Recruiter - **James Bond**
 - Works with Project Manager to hire the staff
- Project Manager - **John Dae**
 - Works with the HR recruiter to start the hiring process for developers
 - Set all the timelines and developments plans
- Implementation - **Paul Jackson**
 - Front-End Developer - **Kalpiti Joshi**
 - Will work on the front end for the web application as well as the iOS and android application

- Will report to the project manager
- Back-End Developer - **Archit Wagehla**
 - Will work on the implementation of the database for the web application as well as the iOS and android application
 - Will report to the project manager
- Software Tester - **Azim Parth**
 - Test the application and report the bugs to the correct team
 - Reports to the project manager
- Business Team - **Fob Hughes**
 - Will work hand in hand with the project manager to deploy the app

Equipment: All the staff of MusicHub will be given a laptop which can they code on as well as a phone for there testing needs and communication with the other members of the team. They will also be provided with basic office equipment and stationery supplies.

Space: We are going to be working in the Greater LA area. This is because there are a lot of artists in the area as well as we can get the hottest songs right away. We are going to rent office for the development stages as well as all the business stuff.

Services: We are going to have free internet throughout the office space. We also are going to provide the staffers with free lunches as well as snacks and drinks throughout the day so that everyone can stay happy.

Time: We do not have a particular time set for the developers to come in for work. We are going to keep the weekly scrum meeting sometimes in the afternoon so that everyone can be able to connect. For the HR recruiters and Business staff a ideal time of 9am – 5pm will be the best.

Money: Our team has a budget of \$500 000 which will be distributed amongst the other resource categories.