**Louisiana Works Career Seeker Application**

(Tentative)

**Project Management Plan**

**Team SAMUS:**

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# **ABSTRACT**

We will build a mobile application that will help users find which career best suits their skill sets and tell them which careers are currently in demand. It will provide information about LA works. It will have a list of Job Conventions that LA workforce and its affiliates are hosting.

# **INTRODUCTION**

We will build a mobile application that simplifies the task of accessing the information about careers that LA workforce offers. It will help students in high school and college locate fields of study that will apply to careers and jobs in the area. The overall purpose of this application is to give UL students an easier way to find out information about the careers available and to connect them to the LA Workforce’s career services. The application will allow students to query the demand of the careers they would like to join. They will also be able to enter their skills into the application and receive a list of careers/jobs that match their skill set.

# **PROJECT ORGANIZATION**

* Ian Callaway - Project Manager / Primary Contact / Database Management
  + Main Database Design
  + Will contact the Louisiana Workforce (Client) if any questions arise
  + Will assist in Android Development
* Evan Perry - User Interface Design
  + Manage the look and feel of the application
  + Secondary Android Developer
* Chet Ransonet - Android Developer / Database Management
  + Will assist in Android Development
  + Will assist in Database Design
* Edward Woods - Lead Developer on Android Development
  + Will be primary developer of the actual application
  + Will oversee other developers in Android Development
* Sean Hungerford - User Interface Design / Android Development
  + Will assist in Android Development
  + Will assist in User Interface Design

# **LIFECYCLE MODEL USED**

We are using the Agile Lifecycle Model. We plan on using the agile development process by including the customer’s input greatly, maintaining a simple development cycle, and developing the project in several iterations. We shall use the Scrum approach, in which we will complete a planning phase, perform several cycles where we develop iterations of the project, ending with wrapping up the project with a final version.

# **RISK ANALYSIS**

* A risk during development that may be encountered is the loss of data. This can put a project far behind and waste a lot of time. We will avoid this by creating backups of any data and work we have done.
* Having the project become too large scale could be another risk. This would cause the project to take too much time to complete. We will focus on small, achievable goals to avoid this.

# **HARDWARE AND SOFTWARE RESOURCE REQUIREMENTS**

* Required hardware includes a computer for developing and a device to test the application (includes smartphone, tablet, or virtual emulator).
* Required software includes Android ADT bundle with Eclipse IDE.

The rationale behind creating a mobile application is that our target audience consists mainly of college students who are constantly using their phones and are always on the move. The application can make it fast and easy to update a resume and look for jobs, and can also notify the user of job updates.

**PROFESSIONAL STANDARDS**

Every team member is expected to properly document and use their own code. All members should meet any deadlines presented to them, and act in a respectable manner between each other, the clients, and the teacher, Dr. Kumar. We expect all members to attend all scheduled meetings, and if unable to, provide an acceptable excuse for their absence. We expect this behavior from our members to allow our team to work as efficiently and effectively as possible.

EVIDENCE THE DOCUMENT HAS BEEN PLACED UNDER CONFIGURATION MANAGEMENT

REFERENCES

? complete, correctly formatted using IEEE standard

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## Appendix A.

The following provides a professional standards guideline for the teams. This guideline may be tailored. The professional standards must be agreed upon by each member in the team.

Guideline:

On the first occurrence of unacceptable behavior, determine the circumstances involved, resolve the problem, and document the event in the meeting minutes.

On a second occurrence, notify the instructor of the problem. A meeting will be set up to evaluate the situation and resolve the problem.

On a third occurrence, again notify the instructor of the problem. A meeting will be set up to evaluate the situation and resolve the problem. At this point, the team will have the \*option\* of removing the team member. If removed, then the team member receives a pro-rated grade based on the number of weeks they have participated in the group.

Examples of unacceptable behavior may include not delivering on time, delivering poor quality work, missing team meetings, being unprepared for team meetings, disrespectful or rude behavior, etc. Reasons such as "too busy" or "I forgot", or "my dog ate my design model" are unacceptable.

Valid reasons that must be considered include those listed for obtaining an incomplete standing in a course (illness, death in the family, travel for business or academic reasons, etc.)