SoftwareProject Management Plan

### App Name: Goal!

### October 8, 2023

### Chat JTDAN

### Computer Science Dept/ CSUN

### Prof. Dantes

# Revisions

| Version | Primary Author | Description of Version | Date completed |
| --- | --- | --- | --- |
| 1.0 | Team Chat JTDAN | Overview of the whole management plan. | 10/4/2023 |
| 1.1 |  |  |  |
| 1.2 |  |  |  |
| 1.3 |  |  |  |
| 1.4 |  |  |  |
| 1.5 |  |  |  |
|  |  |  |  |

# Table of Contents

[**Revisions**](#_gjdgxs) 2

[**Table of Contents**](#_30j0zll) 3

1. [**Introduction**](#_1fob9te) 4
   1. [Project Overview](#_3znysh7) 4
   2. [Literature Review](#_2et92p0) 4-5
2. [**Project Organization**](#_tyjcwt) 6
   1. [Roles and Responsibilities](#_3dy6vkm) 6
   2. [Tools and Techniques](#_1t3h5sf) 6
3. [**Project Management Plan**](#_4d34og8) 7
   1. [Tasks](#_2s8eyo1) 7-8
   2. [Assignments](#_17dp8vu) 8
   3. [Timetable](#_3rdcrjn) 9

[**Additional Material**](#_26in1rg) 10

[Definitions, Acronyms and Abbreviations](#_lnxbz9) 10

[Appendices](#_35nkun2) 10

[References](#_1ksv4uv) 10

# Introduction

## Project Overview

##### Purpose

Difficulty maintaining motivation and setting short-term, attainable goals is a life problem that many people can relate to. Although many people have aspirations as well as duties to complete, they have a hard time pushing themselves forward by making life manageable. As many people have phones, our group found that a mobile app would be a very useful tool for people to keep track of their tasks wherever they are and schedule those tasks in a manageable way to work towards larger goals.

##### Scope

The aim is to have the app be a mobile app and exclusive to Android for now. In terms of features, the app will cover larger goals as well as the subtasks that fall under these goals. Users will be able to name all of the goals and provide descriptions for them, which will be shown on a separate page. Another page that the app will include will be a calendar, where the scheduled tasks may be found under their respective completion dates. Eventually, we may look to make the app iOS compatible and we might also implement a point system for completed tasks. This point system may pave the way for a “game” aspect where people can compete – this would require an internet connection.

##### Assumptions and constraints

So far we don't have any constraints.Users are able to set tasks and have it linked to the calendar inorder to get alerts of when the tasks are to be completed. Moreover we are planning to make each task “points” so there’s some sort of competition with friends to see who can complete the most amount of tasks per day depending on how much they had set on that day. However the constraint here could be that it requires network connection. That being said, we want to implement a progress tracking system using graphs that will give the user a feeling of motivation and somewhat satisfaction being able to see the progress they’ve made over the course of each task completion.

## Literature Review



We’re still exploring all of our options when it comes to the coding end which means we are still doing our research about the best way going about coding and making the app. However we did decide we’re using Java as our coding language since we’re all more experienced with it.

* Whilst looking through all the different types of “goal” tracking apps one that really stood out to us was the set up of an app called “Productive” we like how organized and simple but yet very technical with the details it has which we were planning on implementing similar ideas but in our own way.

App used for inspiration.

<https://productiveapp.io/?utm_source=Google&utm_medium=UAC%201.0&utm_campaign=Web%20%7C%20Productive%20App%20%7C%20US%20%7C%20UAC%201.0%20%7C%20__%5ECVW%5Exdm808%5E%5E%5E&utm_term=productive%20app&gclid=Cj0KCQjwmvSoBhDOARIsAK6aV7jAPvOSUy6v0Q6c6UGehiTzTNp14t6nqy5aAVX7135OoamUDnLlLqkaAj7mEALw_wcB>

# Project Organization

## Roles and Responsibilities

| Team Member | Roles | Email |
| --- | --- | --- |
| Aya Samaha | Team Lead | aya.samaha.110@my.csun.edu |
| Tigran Manukyan | Backend Developer | tigran.manukyan.841@my.csun.edu |
| Joseph Clifford | Backend Developer | joseph.clifford.51@my.csun.edu |
| Nora Qizi | Frontend Developer | nora.qizi.739@my.csun.edu |
| Dylan Tran | Frontend Developer | dylan.tran.509@my.csun.edu |

## Tools and Techniques

#### Jira Software - Project management for planning out the project, assigning tasks and executing the plan

#### GitHub - Version Control/ Code Repository - Store and share resources in addition to tracking and controlling changes to code.

#### Java - Language used to write application in Android Studio

#### Android Studios - IDE that allows us to write the app, implement XML visual layout, test apps on emulations of cell phones.

#### MySQL - Database used to store app tasks.

# Project Management Plan

## Tasks

| Phase | Task | Description | Date |
| --- | --- | --- | --- |
| 1.1 | Progress Report #1 | Report of progress on project, by each member of the team. | 9/10/23 |
| 1.2 | Project Presentation | Presentation of our project group, and product. | 9/17/23 |
| 2.1 | Progress Report #2 | Report of progress on project, by each member of the team. | 9/24/23 |
| 2.2 | Software Project Management Plan (SPMP) | Describes a plan of how the project is going to be managed. An overview of the project, roles and responsibilities of people, and tools being used. | 10/8/23 |
| 2.3 | Progress Report #3 | Report of progress on project, by each member of the team. | 10/8/23 |
| 3.1 | Progress Report #4 | Report of progress on project, by each member of the team. | 10/22/23 |
| 3.2 | Software Requirement Spec (SRS) | Describes what the product will do, and how it will perform. | 10/23/23 |
| 4.1 | Progress Report #5 | Report of progress on project, by each member of the team. | 11/5/23 |
| 4.2 | Code Review #1 Artifacts | Peer review. | 11/6/23 |
| 4.3 | Software Design | Develop Design for the app. | 11/12/23 |
| 4.4 | Software Design Document (SDD) | Describes the design for the project, and how the product will be built. | 11/12/23 |
| 4.5 | Development | Start the development of the project. | 11/12/23 |
| 5.1 | Progress Report #6 | Report of progress on project, by each member of the team. | 11/19/23 |
| 5.2 | Progress Report #7 | Report of progress on project, by each member of the team. | 12/3/23 |
| 5.3 | Code Review #2 Artifacts | Peer review. | 12/13/23 |
| 5.4 | Software Test Plan (STP) | Describe the test plan for the project. | 12/17/23 |
| 6.1 | Progress Report #8 | Report of progress on project, by each member of the team. | 12/17/23 |
| 6.2 | Project Presentation | Full presentation of project, demo of code with documentation. | 12/18/23 |
| 6.3 | Project Source Code | Final deliverable for the semester. | 12/18/23 |

## 

## Assignments

| Week# | Deliverables/Progress |
| --- | --- |
| 3 | Project Presentation |
| 6 | Software Project Management Plan (SPMP) |
| 8 | Software Requirement Spec (SRS) |
| 11 | Software Design Document (SDD) |
| 14 | Software Test Plan (STP) |
| 15 | Project Presentation |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

## Timetable

## 

# Additional Material

## References

app used for inspiration called “ Productive” <https://productiveapp.io/?utm_source=Google&utm_medium=UAC%201.0&utm_campaign=Web%20%7C%20Productive%20App%20%7C%20US%20%7C%20UAC%201.0%20%7C%20__%5ECVW%5Exdm808%5E%5E%5E&utm_term=productive%20app&gclid=Cj0KCQjwmvSoBhDOARIsAK6aV7jAPvOSUy6v0Q6c6UGehiTzTNp14t6nqy5aAVX7135OoamUDnLlLqkaAj7mEALw_wcB>

