**<Lifecycle Project Manager>**

**Software Development Plan**

**1.                  Introduction**

  Companies may need to design and organize Lifecycle documents when they need to create and manage software products, machinery, or some other product needing formal documentation. Software solutions currently available are very useful, but are limited and some applications very complicated for a novice computer user. The Lifecycle Project Manager in development will serve as a low-cost, reliable solution to this problem.

**2.                  Project Organization**

**2.1               Organizational Structure**

Project is being supervised by Michael Grimley of Naval Undersea Warfare Center, Newport, who is responsible for overseeing product development and deployment.

University of Massachusetts, Dartmouth, is the second review authority. Jan Bergandy and Brett Hannan act as proctors for learning and utilizing the software development process.

**2.2               External Interfaces**

This product doesn’t make use of any external interfaces.

**2.3               Roles and Responsibilities**

|  |  |
| --- | --- |
| **Person** | **Rational Unified Process Role** |
| Michael Grimley, NUWC, Project Advisor  Jan Bergandy, UMASS, Project Advisor  Brett Hannan, UMASS, Project Advisor | Project Manager  Deployment Manager  Requirements Reviewer  Architecture Reviewer  Configuration Manager  Change Control Manager |
| Jeremiah Butler, Project Lead | System Analyst  Requirements Specifier  User Interface Designer  Software Architect  Design Reviewer  Test Manager  Test Analyst |
| Peter M, Team Member  Aria U, Team Member  Kevin Palmer, Team Member | Designer Implementer Code Reviewer Integrator Test Designer Tester Technical Writer |

Anyone on the project can perform the activities performed by the RUP role called “Any Role”.

**3.                  Project Schedule**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phase Iteration** | **Primary Objective (risk/use cases addressed)** | **Scheduled Start/Stop** | **Effort Estimate (person days)** |
| Planning | Create Vision Document  Start Modeling Use-cases  Research new technology | Start Date: 9/13/2013  End Date: 10/20/2013 | Estimate Completion Time: 20 hours  Completion Time: 15 hours |
| Design | Update Vision Document  Create Software Development Plan  Create Software Requirement’s Specification | Start Date: 10/21/2013  End Date: 11/27/2013 | Estimate Completion Time: 10 hours  Current Completion Time: 5 hours  Completion Time: |
| Creation | Implement new technologies  Create XML Schema  Create Requirements Traceability Matrix  Create Prototype | Start Date: 11/27/2013  End Date: 3/14/2014 | Estimate Completion Time: 25 hours  Current Completion Time: 0 hours  Completion Time: |
| Testing | Determine Completeness of the system  Update as necessary | Start Date: 3/15/2014  End Date: 5/1/2014 | Estimate Completion Time: 0 hours  Current Completion Time: 0 hours  Completion Time: |

**4.                  Project Resourcing**

The project was ultimately assigned to four undergraduate students who are currently studying at the senior-level in a computer science degree program at UMASS. This team of four students was assigned by the project advisor at UMASS after receiving a project proposal from the NUWC Newport, dated August 23, 2013. The four designated computer science students are being advised by Prof. Jan Bergandy, who provides software related experiences with the students.

Special training required by the students will be provided by UMASS, along with specification and some elaboration of XML and other additional tools provided by Michael Grimley, of NUWC. This specialized training provided by NUWC will have a target date within the first few months of the project development.

**5.                  Budget**

NUWC shall provide all the equipment and materials necessary that are not currently supplied by UMASS in order for the students to design, create, and prototype the project during development.