|  |  |
| --- | --- |
| **Project Title:** Flashcards | |
| **Start Date:** 02/18/2019 | **End Date:** 05/06/2019 |
| **Project Manager:** Group 9 | |
| **Project Sponsor:** UMKC | |
| **Customer:** Professor Bingham | |
| **Users:** Students | |
| **Stakeholders and Expectations:**  **Team** (Blake, Saally, Tony, Adrian): To provide users with an intuitive way to create, edit and use flashcards through a user-friendly web interface.  **Professor Bingham**: To have a cool application that students can use to study.  **Students**: Have a study tool to help them learn and retain information. It may primarily be used to prepare for exams and quizzes. The student should be able to create a flash card set and use it to study and keep track of where they are in their studying and how well they know the concepts in their set of flashcards. | |
| **Purpose (Problem or opportunity addressed by the project)**: Flash cards are a proven method for learning and retaining information. Unfortunately, they can be tedious, time consuming, and even costly to create. Our plan is to rectify these problems with traditional flash cards by providing the same functionality through a web interface. | |
| **Goals and Objectives**: Develop an intuitive, user-friendly web-based application to allow users to create, edit, share, and use flash cards.  The overall goal is to give students an alternative way to examine their comprehension of course materials as well as to allow students to study in a more effective and efficient fashion. The app is expected to:  · Allow students to have access to Flashcards and register for memberships  · Provide users a platform to create flash card sets to enhance their learning outcomes.  Offer students a systematic way to study by randomly selecting and allowing the user to guess what is on the other side before revealing it. | |
| **Schedule Information (Major milestones and deliverables)**:  February 22: Project Charter  March 1: Requirements Document  March 4: Iteration 1 Complete  March 4: Project Plan March 18: Iteration 2 Complete  March 18: Prototype  April 1: Iteration 3 Complete  April 5: Architecture Document  April 15 Iteration 4 Complete  May 3: Test Plan  May 5: User Guide  May 6: Product Released (Iteration 5) | |
| **Financial Information (Cost estimate and budget information)**:  1 Project Manager: 2 hours per week for 10 weeks $60/hr =$1200  1 Database Architect: 4 hours per week for 10 weeks $40/hr= $1600  2 Software engineers: 4 hours per week for 10 weeks $40/hr= $1600  1 requirements engineer at 2 hours per week for 10 weeks $40/hr = $800  180 hours total $5200 | |
| **Project Priorities and degrees of freedom:**  Milestone due dates are non negotiable, without authorization from the client. Budget for effort/hours worked is flexible in accordance with project progress and availability of team members. Roles are flexible on an iteration to iteration basis and will shift throughout the course of the project. | |
| **Approach:** Iterative and incremental are planned. Feedback will be used from one iteration to the next. The first iteration will focus on the basic functionality of the system. Subsequent iterations will build upon that and incorporate more features as time allows. The capstone of the project will focus on fixing bugs and making sure the system runs smoothly in a user-friendly manner. | |
| **Constraints**: The project needs to meet the goals as planned. At this point, the timeliness and effectiveness are crucial for the team members to get their works done by the deadlines. From the technical perspective, the compatibility of SQL and Visual Studio may be a challenge for the team to conquer. | |
| **Assumptions**: The Flashcards project runs smoothly, allowing any users to register for memberships. The system offers users an online platform to create, edit, and delete educational content for other users to examine their learning outcomes. | |
| **Success Criteria**: The project will be considered a success if (1) 95% of the users are able to freely access to Flashcards and are able to register for memberships, and (2) 90% or more of the team are able to create their own flash card sets and can smoothly use the functions of the system without a problem. | |
| **Scope**:At the minimum, the software will (1) allow users to register for memberships, and (2) create their own educational content/ flash card sets. Time permitting, the scope could be extended to various disciplines, including schools, companies, and restaurants. | |
| **Risks and obstacles to success**: A risk the team faces are a lack of experience in developing membership registration system. This lack of experience generates a lot of unknowns. We have only a best guess for the level of work required for the features we have committed to. We do not yet have a clear picture of how the code will be implemented. | |
| **Signatures**  **Blake, Saally, Adrian, Tony\_\_\_\_\_\_\_\_\_\_\_**  **Project Manager**  **Blake Silvernail\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  **Project Sponsor**  **Professor Bingham\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  **Customer**  **Professor Bingham\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  **Technical Lead**  **Saally** | |