**Phood Buddy**

**Project Management Plan**

**<COP4331, Spring, 2016>**

Team Name: The Phoodies

Team Members:

* Evan Glazer
* William Funk
* Jorge Rodriguez
* Timothy Flowers
* Lyudmila Sandomirskaya

Modification history:

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Who | Comment |
| v0.0 | 02/03/16 | W. Funk | Initial Plan. |
| V0.1 | 02/10/16 | E.Glazer | Project Management Plan |
| ... |  |  |  |

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**Project Overview**

Phood Buddy is your premium app for all ages to assist our users with top notch features that will get our user eating well and healthy again! Phood Buddy will be your daily friend in assisting you with recipes to the genre of foods you like, it will even let you know when you need to go food shopping to get more items. But we will simplify the process and make the process autonomous for the user by allowing the user to use our app as the middle man between preordering foods, tracking the user’s health profile

**Reference Documents**

* Concept of Operations

**Applicable Standards**

* Coding Standards will include the following: [indentation](https://en.wikipedia.org/wiki/Indent_style), [comments](https://en.wikipedia.org/wiki/Comment_(computer_programming)), [declarations](https://en.wikipedia.org/wiki/Declaration_(computer_science)), [statements](https://en.wikipedia.org/wiki/Statement_(programming)), [white space](https://en.wikipedia.org/wiki/Whitespace_(computer_science)), [naming conventions](https://en.wikipedia.org/wiki/Identifier_naming_convention), [programming practices](https://en.wikipedia.org/wiki/Best_Coding_Practices), [programming principles](https://en.wikipedia.org/wiki/Category:Programming_principles), [programming rules of thumb](https://en.wikipedia.org/wiki/Category:Programming_rules_of_thumb), architectural best practices, etc.
* Document Standard will Include such things as font size, headings, spacing, spell and grammar checking, Table of Contents, lists of figures and tables, authors' names, modification history, etc.
* Artifact Size Metric Standard- Our project will be broken down into many two main sections as follows: Development and Documentation.

For the Development section we have these 5 portion to work on.

* User Interface- this will not be measured by "size", but quality instead. We will work to provide an easy to use yet enjoyable interface for the user to have maximum accessibility.
* Android Mobile - We will try to make the app bug free and reach maximum performance.
* Windows Mobile - We will try to make the app bug free and reach maximum performance.
* Website - We will try to make the website bug free and reach maximum performance as it’ll be used for iOS users, and people who don’t use smart devices.
* Database - We will design a database that will be bug free and follow database standards.
* For the Documentation section we will thoroughly describe all necessary processes, specifications and plans.
* We hope to make this project as transparent as possible for those who will receive our product. We will keep scheduled reports on the progress of the project.

**Project Team Organization**

* Phood buddy team consists of Evan Glazer, who is an android developer; William Funk, who is a javascript and web developer; Jorge Rodriguez, who is a database and javascript developer; Timothy Flowers, who is a windows developer; Lyudmila Sandomirskaya, who is a web developer.
* Phood Buddies team is split into two sides, web developers and mobile developers. William Funk will be the project manager for the web development side and Evan Glazer will be the project manager of mobile developers side
* Communication will be handled through slack, the team will also meet up once a week in person on Thursdays 4:30-5:50 to discuss latest progress.

**Deliverables**

|  |  |
| --- | --- |
| **Artifact** | **Due Dates**  <some will have multiple deliveries> |
| Meeting Minutes | Thursdays 4:30-5:50 |
| Individual Logs | April 22nd |
| Team Reports | April 22nd |
| ConOps | Feb. 5th |
| Project Plan | February 12th |
| SRS | February 12th |
| Project Management Report | February 12th |
| High-Level Design | February 26th |
| Detailed Design | February 26th |
| Test Plan | March 18th |
| User's Manual | April 22nd |
| Test Results | April 8th |
| Source, Executable, Build Instructions | April 22nd |
| Project Legacy | April 22nd |

**Software Life Cycle Process**

Phood buddy will use the scrum agile methodology, our team has chose this rationale as it provides a flexible, holistic product development strategy where each week we will set common goals.

**Tools and Computing Environment**

Operating System: Windows versions 8-10.

Programming Languages: Java, C#, Javascript, Html, CSS.

Compilers: IntelliJ

IDE’s: Android Studio, Visual Studio, Sublime

Libraries: Retrofit, Walmart API, Fitbit API

Database: CloudBoost or BaaS Structure

**Configuration Management**

Phood Buddy will be using GitHub to track the version control of all progress.

**Quality Assurance**

Phood Buddy will be conducting quality assurance together in our weekly meeting where we set aside 30 minutes directly towards that. The team leaders William Funk and Evan Glazer will make sure this occurs and they will report the results on our team slack.

**Risk Management**

There will be risk with the android and windows and web development side as it will require enough testing time to make sure it works on all current android devices, windows devices, and browsers. To manage this risk the goal is to start as early as possible on the production to leave enough time for the testing phase.

Another risk using external API’S due to our app solely depending on these api’s, if the an error occurs on api side our product won’t work. To manage this risk, we will create exception handling for these possibilities.

**Table of Work Packages, Time Estimates, and Assignments**

Android Development = 125 hours – Evan Glazer

Windows Development = 150 hours – Timothy Flowers

Web Development = 200 Hours – William Funk + Lyudmila Sandomirskaya + Jorge Rodriquez

Database Development = 25 Hours -Jorge Rodriquez

**Technical Progress Metrics**

<You must estimate and track your technical progress using appropriate metrics for each phase of your project. What is a useful metric for each phase of your project? For example, for requirements phase, the total number of requirements, the number of requirements changes, the number of TBDs, etc.>

<For OO analysis and design, you might want to count UML diagrams completed. For detailed design and code, you might want to count packages, classes, methods. You will also want to think about other technical metrics such as: memory usage, execution speed, size of various documents, complexity of code (using any of the complexity metrics). These can help in planning and in tracking your project work.>

**Plan for tracking, control, and reporting of progress**

<Briefly describe what data to collect, when to collect it, how and when to interpret it, how and when to report it. Following is an example that you can base your team’s plan on.>

"At a minimum, each team member will post the following information weekly: individual time and activity log, individual status information, individual issues and problems, and individual defect log.

Each week, the project manager will: read and analyze the logs; examine the technical content of the work done to date; examine the technical progress metrics; consider the QA results; reassess the potential project risks; and take corrective action if necessary.

The project manager will issue a Project Management Report on the schedule as indicated in the deliverables section above. Updates will be posted to the Project Management Report every two weeks and will include the following information: 1 sentence description of overall status, 1 or 2 sentence of any planned changes to the project plan, graph of planned vs actual time, graph of planned vs actual for each technical progress metric."