**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 |
| ... |  |  |  |

Contents of this Document

Project Overview

Reference Documents

Applicable Standards

Project Team Organization

Deliverables

Software Life Cycle Process

Tools and Computing Environment

Configuration Management

Quality Assurance

Risk Management

Table of Work Packages, Time Estimates, and Assignments

Technical Progress Metrics

Plan for tracking, control, and reporting of progress

**Project Overview**

Phood Buddy is your premium, one-stop app for all ages that will get users to explore their true taste potential, while living happier and healthier! Phood Buddy will be the user’s food-finding friend, from suggesting recipes catered to their unique taste profile and health conditions, to ordering the ingredients they need through online grocery shopping. Access to health tips and personal fitness metrics are a click away to help the user maximize the effect of their culinary choices.

**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: Documentation and Development.

For the Development section we have these 5 portions 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 Buddy 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** |
| 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 chosen 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 Text

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 meetings 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, Windows and web development sides as they will require enough testing time to make sure it works on all current Android devices, Windows devices, and browsers (Google Chrome, Mozilla Firefox, IE 11, and Edge). 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 APIs is due to our app solely depending on these APIs, if an error occurs on the 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**

During the high-level and detailed design phases, each category of the project (Windows, Android, and web development) will be broken into smaller, deliverable stages. Each will have its own design, development, testing, and implementation pipeline. The metric will be the conclusion of each of these sub-phases as outlined during their respective design portions. Not only will the software be described during this period, but also the specific functionality that it will perform. The achieving of that bug-free functionality will be the metric for progress.

In the detailed design phase of this project, use case diagrams will be created. UML will be used to describe the software’s structure and behavior, while sequence diagrams will lay out when each software component will change state relative to the other pieces of the larger program.

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

Each team member will post the following information weekly: individual time and activity log, individual status information, individual issues and problems, and individual defect logs. These posts will be done in the specific Slack channels related to the category in which they fall.

Every week, the project managers 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. Both project managers will use this analysis to redirect their sub-teams, if necessary, to keep them in line with the project’s goals and requirements.

The project managers 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.