Software Project Management Plan

Learning Management System

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1. **Introduction**

The objective is to create a LMS (Learning Management System) to facilitate the organization of school courses and assignments for students and staff.

Students are able to:

* View enrolled courses
* View course assignments
* View their transcript
* View their personal information
* Edit their personal information

Staff are able to:

* View their instructed course
* Create their course assignments
* Edit their course assignments
* View their personal information
* Edit their personal information

Staff (admin mode) are able to:

* Create courses
* Add users
* Edit users
* Create Semesters
* Edit semesters

1. **Project Estimates**

Using Blackboard Learn as an example model, we created our interface in a similar fashion. As current users of the LMS Blackboard, we were able to utilize our perspective of the implementation to model our LMS.

1. **Project Schedule**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weeks** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** |
| Project Phase |  | | | | | | | | | | | | |
| Requirements Workflow | Identify | | |  | | | | | | | | | |
| Analysis Workflow |  | | Planning | | | |  | | | | | | |
| Design Workflow |  | | | | | Design → Building → Test → Design | | | | | | |  |
| Implementation Workflow |  | | | | | | | | | Test → Implement | | |  |
| Deploy & Maintenance |  | | | | | | | | | | |  | |

1. **Project Resources**
   1. People

Project team consisted of 4 team members.

* 1. Visual Paradigm

Software used to generate UML Diagrams during the project development.

* 1. Github

Version control is maintained by the use of GitHub with Atom (software) integration.

* 1. Google Docs

Document sharing control application used to post relevant documents required for team collaboration.

* 1. Atom

Programming software used to code and push/pull changes to the repository.

* 1. GroupMe

Phone application used for 24/7 team communication.

1. **Staff Organization**

|  |  |  |
| --- | --- | --- |
| **Team Model** | **Modern Programming Team** | |
| **Name** | **Role** | **Responsibility** |
| Zachary Fradette | Team Leader | - Manage team/delegate tasks  - Oversee master commits to project code  - Database implementation  - Functionality code |
| Anthony Pham | Programmer | - Project Schedule  - Models  - View refinements |
| Francisco Lopez | Programmer | - Class Diagrams  - CRC Cards  - Page templates |
| David Lara | Programmer | - Artifacts  - Basic staff admin functionality views  - Test cases/documentation |

1. **Risk Management**

|  |  |  |
| --- | --- | --- |
| **No.** | **Risk Factor** | **Tracking and Contingency Plan** |
| 1 | Failure to meet deadline | Having a project schedule |
| 2 | Requirement changes | Implement and document test cases |
| 3 | Accidental code loss | Version control through GitHub |
| 4 | Staff turnover | Re-evaluate schedule based on new head count |

1. **Project Tracking and Control**
   1. GitHub Version Control

New code and code changes are to be pushed through Atom/Github integration. Group member will ensure that code will be pulled before pushing changes. Likewise, frequent pushes are necessary to ensure all members are working on the most up-to-date version of the application.

* 1. Group Meetings

The group meets up every week at 5:15 PM to discuss progress and concerns in a face-to-face gathering.