Software Project Management Plan

for

"Online Sports Club Management System"

1. Introduction

In the OSCMS project, an application has to be built and designed such that we can assist players, managers and coaches in their sports career. This application will have login systems (login, register, forgot password), access controls (admin, manager) and database systems to help keep track of player data. The system will be developed (in Python) in such a way that maintenance will be easy.

I. Project Overview

This project is to create a prototype Online Sports Club Management System. This software is mainly made for people who are regularly managing sports teams/clubs and schedules for the same. Our software will help such individuals manage their team and their schedules in a much more efficient and planned way. My software will also act a database for the recording the metrics of players, their past matches and helps the coach schedule their trainings. Players/Coaches will sign up and be a part of a team. During the time of training, coaches will be able to select which players he wants to train, and the same will be added to his/her Calendar. This Calendar will be synced with the centralized calendar of the players. The database will act as a central point of storage for the player data, and the Calendar data. The app will also be able to register the teams for a tournament and track their performance.

II. Project Deliverables

1. Preliminary Project Plan	28.07.2022
2. Requirements Specification	04.08. 2022
3. Analysis [Object model, Dynamic model, and User interface]	14.08. 2022
4. Architecture Specification	26.10. 2022
5. Component/Object Specification	03.11. 2022
6. Source Code	30.11.2022 - 27.04.2023
7. Test Plan	29.04.2023 - 25.06.2023
8. Final Product Demo	26.06.2022 - 26.06.2023

III. Evolution of this document

This document will be updated as the project progresses. Updates should be expected in the following sections:

i. ***References*** - updated as necessary.
ii. ***Definitions, acronyms, and abbreviations***
iii. ***Organizational Structure*** will be updated as the team leaders are assigned for each phase.
iv. ***Technical Process*** **-** this section will be revised appropriately as the requirements and design decisions become clearer.
v. ***Schedule*** **–** as the project progresses, the schedule will be updated accordingly.

Revision History

Revision	Date	Updated By	Update Comments
0.1	25.08.2022	Sabyasachi Seal	First Draft
0.2	16/10/2022	Sabyasachi Seal	Second Draft

IV. References

1. https://nevonprojects.com/sports-club-management/
2. https://www.activesports.com/sports-solutions/by-feature/sports-club-management
3. https://projectworlds.in/java-projects-with-source-code/sports-club-management-system-project-in-java/

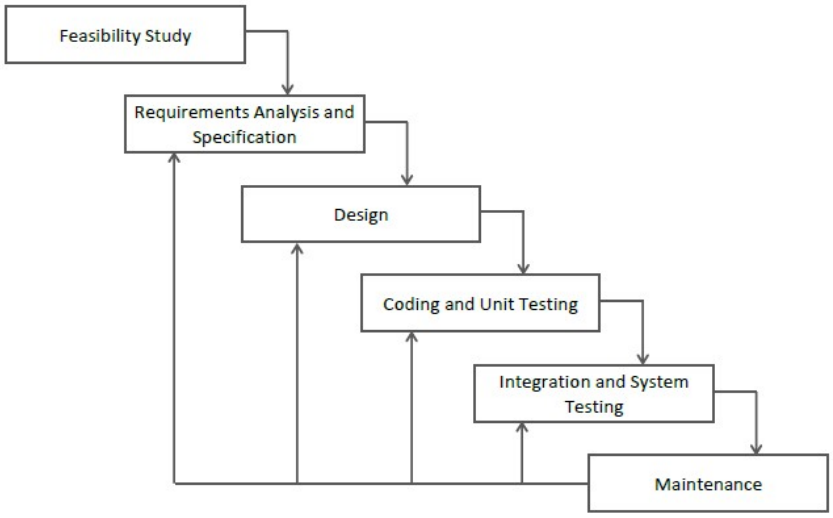
V. Definitions, Acronyms, and Abbreviations

i. OSCMS – Online Sports Club Management System
ii. DBMS – Database Management System
iii. UML - Unified Modeling Language
iv. GUI – Graphical User Interface
v. PM - Project Manager
vi. SPMP - Software Project Management Plan

2. Project Organization

I. Process Model

The process used for this project will be an Iterative Waterfall Model since it can be thought of as incorporating the necessary changes at any step. If we find an error at any step, we can go back to any of the previous steps and start the process from there on. It is almost the same as the classical waterfall model except some changes are made to increase the efficiency of the software development. The diagram of the model is given below.



II. Organizational Structure

Team Members –

i. Sabyasachi Seal

Name	Organization/ Position	Contact Information
Sabyasachi Seal	ITech Project Manager	iam.sabyasachi.seal@gmail.com 8910427807

Days	Deliverable	Team Leader	Deliverable Description
9	1	Sabyasachi Seal	Project Plan
7	2		Requirements Specification
9	3		Analysis
13	4		Architecture Specification
9	5		Component/Object Specification
14	6		Source Code
7	7		Test Plan
5	8		Final Deliverable

III. Organizational Boundaries and Interfaces

Team leaders throughout each development of the phases will be responsible for coordinating team meetings, updates, communications, and team deliverables.

IV. Project Responsibilities

Project team is responsible for the successful delivery of the product. The team member tasks per deliverable according to expertise and the phases are as given below:

1. Project Plan
2. Requirements Specification
3. Analysis
4. Architecture Specification
5. Component/Object Specification
6. Source Code
7. Test Plan
8. Final Deliverable

Name	Organization/ Position	Role/Responsibilities
Sabyasachi Seal	ITech Project Manager	• Managing and leading the project team. • Developing and maintaining a detailed project plan. • Monitoring project progress and performance. • Managing project evaluation and dissemination activities. • Develop corrective actions when necessary.
	ITech Business Analyst	• Prepare reports on project plans, status, progress, risks, deadlines and resource requirements. • Develop and perform work flow analysis to find out the difficulties in reaching goals. • Provide project cost estimates.
	ITech Designer	• Propose effective design solutions to meet project goals. • Prepare design layouts and sketches according to company design standards. • Keeping of records and files.

	ITech Staff	• Documentation of daily activities. • Making kick-off meeting reports. • In-charge of materials needed for team building activities.

3. Managerial Process

I. Management Objectives and Priorities

The management objective is to deliver the product in time and of high quality. The PM and QAM work together to achieve this by respectively checking that progress is made as planned and monitoring the quality of the product at various stages.

II. Assumptions, Dependencies, and Constraints

In this project plan, a number of factors are taken into account. The following list shows the way milestones on various project phases have been scheduled:

• The team budget of 1 person x 1825 hours = 1825 hours
• The project deadline of December 1st.
• The final presentation is on November 23rd.
• The peer evaluation deadline is on November 27th.
• Other days the weekends holiday is closed (September 5th, October 2nd, October 20th, November 7th.)
NOTE: Due to the deadline of 1st December, running out of time will have its reflection on the product, and not on the duration of the project. By assigning a priority to every user requirement, a selection can be made of user requirements that may be dropped out if time runs out.

III. Risk Management

This section mentions any potential risks for the project. Also, schedules or methods are defined to prevent or to reduce the risks as below:

i. Technology risk
ii. People risk

iii. Financial risk
iv. Market risk
v. Structure/process risk

The following are the possible risks to be encountered during the development of the project and how they can be prevented.

1. Miscommunication
   Prevention: Team members should not hesitate to ask and re-ask questions if things are unclear. Team members should have a written copy of the tasks assigned to them every meeting.
   Correction: When it becomes clear that miscommunication is causing problems, the team members should gather in a meeting to clear things up.

2. Time shortage
   Prevention: Care is taken to plan enough spare time. *Correction*: When tasks fail to be finished in time or when they are finished earlier than planned the project planning is adjusted
3. Illness or absence of team members
   Prevention: Team members should warn their team leader or the PM timely before a planned period of absence.
   Correction: Work can be taken over quickly by someone else or be distributed among the team members if a person gets ill.

Monitoring and Controlling Mechanisms:

The monitoring of progress is done by the PM using the following means:

Project Kick-off Meetings

The project group meetings take place within the class room or through chat. These meetings are meant to inform each other of the progress made on various tasks and to assign new tasks.

Progress Report

Progress report is done every Friday. This is meant to inform and show the progress in the development of the project and how things are going.

IV. Monitoring and Controlling Mechanisms

The monitoring of progress is done by the PM using the following means:

i. Weekly project status meetings
ii. Shared document repository
iii. Project tracking by MS project plan
iv. Tracking utilizing baselines in MS project

4. Technical Process

I. Methods, Tools, and Techniques

The project will be implemented utilizing V-model methodology, and tools such as Dreamweaver, Microsoft Project, Star UML, Java, MySQL, QTP, and Load Runner will be utilized. The risks for each category are listed to complete the project successfully. For each risk, a description, a probability of occurrence, the associated action and the impact of the risk are given.

II. Software Documentation

Documentation such as Project Charter, Business Requirement Document, Functional Specification document, Cost Benefit Analysis, Technical Specification document, Detail Design Document, Test Plan, Implementation Plan, Detailed Project Report, and Benefit Realization document.

III. Project Support Functions

All project support documents will be completed in applicable phases.

5. Work Elements, Schedule, and Budget

I. The project is accounted for project resources, technologies and tools required to whole analysis, implementation, and test of the application.
II. The project lead will be rotated for each phase within 5 team members.
III. The document for all phases will be revised in subsequent phases if applicable.

Budget and Resource Allocation

Salary	50,000.00
Office Operations/Supplies/Equipment/Consumables	90,000.00
Miscellaneous	10,000.00
Total	**Rs. 1,50,000.00**

Schedule

Task Name	Duration	Start	Finish	Predecessors
Online Sports Club Management System	**238 days**	**Thu 07/28/22**	**Mon 06/26/23**	
Feasibility Study	6 days	Thu 07/28/22	Thu 08/04/22	
Requirements Analysis	**7 days**	**Fri 08/05/22**	**Mon 08/15/22**	

Requirements gathering	7 days	Fri 08/05/22	Mon 08/15/22	2
Analysis Requirement	7 days	Fri 08/05/22	Mon 08/15/22	4SS
Design	**52 days**	**Tue 08/16/22**	**Wed 10/26/22**	
High level Design	32 days	Tue 08/16/22	Wed 09/28/22	5
Low Level Design	52 days	Tue 08/16/22	Wed 10/26/22	5
Coding	65 days	Thu 10/27/22	Wed 01/25/23	8
Testing	**82 days**	**Thu 01/26/23**	**Fri 05/19/23**	
Unit Testing	27 days	Thu 01/26/23	Fri 03/03/23	9
Integration Testing	17 days	Mon 03/06/23	Tue 03/28/23	11
System Testing	25 days	Wed 03/29/23	Tue 05/02/23	12
Acceptance Testing	13 days	Wed 05/03/23	Fri 05/19/23	13
Delivery	1 day	Mon 05/22/23	Mon 05/22/23	14