COSC 412

Group 4 Project

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**Preface**

The purpose of this project is to work with our client, the Healthy Lifestyles committee of the US Department of Health and Human Services, to create a gaming-based website. This website will be designed to educate adults on how to live a healthy life. Our game will allow users to take care of a virtual pet in order to keep it healthy and happy, while also receiving tips on how to stay healthy. This will be a fun and interactive game to keep people interested in learning how to achieve healthy lifestyle goals. The game will be accessible on all devices. Since this is only a semester-long project, we will present a prototype to our customer at the end of the term for approval as well as long-term solutions to complete and run the website.

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Revision Sheet

Introduction

1.1 Overview

1.2 Deliverables

* Mid - Semester Group Project Status Presentation October 13th, 2020
* Group Project Presentation December 12th, 2020

1.3 Evolution of SPMP

* TO BE ANNOUNCED

1.4 References

* TO BE ANNOUNCED

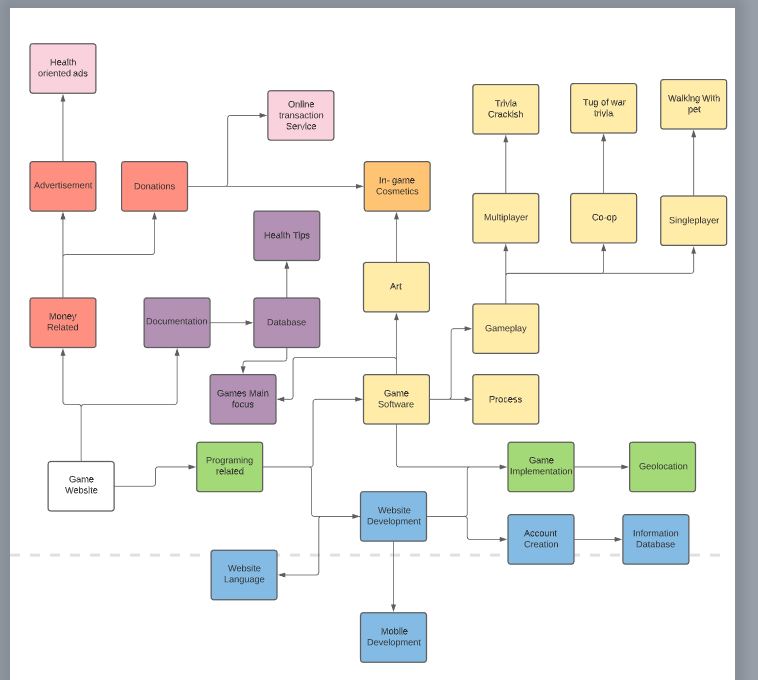
1.5 Definitions and Acronyms

* TO BE ANNOUNCED

Project Organization

2. Project Organization

2.1 Process Model



**KEY:**

Blue = Website

Green= Programming

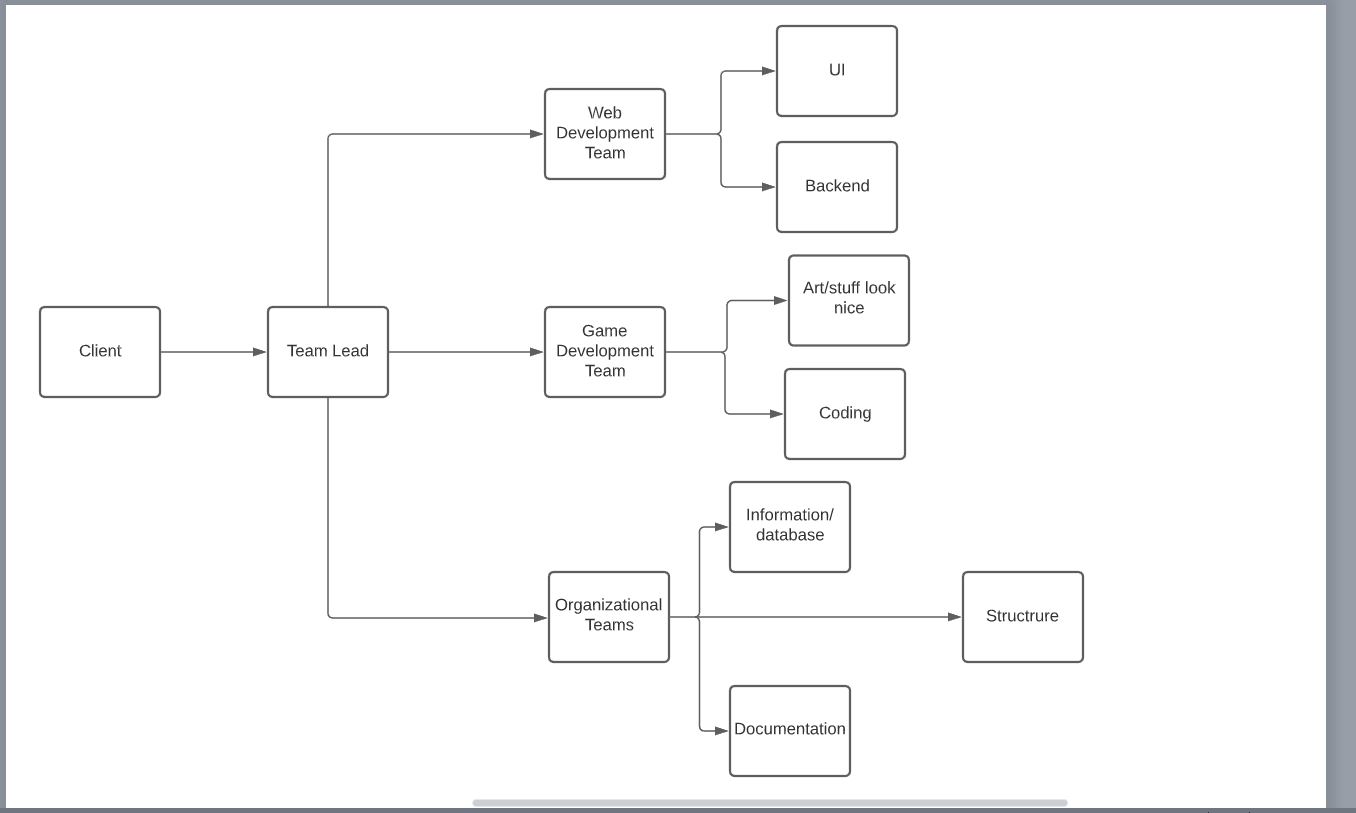
Yellow = Game Development

Red = Money Related

Pink = Outsourcing

Orange= In-game money

2.2 Organizational Structure



2.3 Organizational Interface

2.4 Project Responsibilities

Managerial Process

3.1 Management Objectives and Priorities

* We need to keep in contact with our client to make sure our program is to their standards. We will have frequent meetings where we can ask questions about their program requirements.
* Keeping everyone on task and finishing their components on time.

3.2 Assumptions, Dependencies and Constraints

* Assumptions/Dependencies
  + Advertisements
    - Advertisements will be related to the product: healthy lifestyle products and information.
  + Donations
    - Users will be able to pay for pet cosmetics or ad-free play as a form of donations to the client company.
    - Users will also have the option to make a donation to the client’s organization without receiving anything in return.
* Constraints
  + Time: We have until the end of November to finish a working prototype.
  + Money: Since the client will be paying for the project, they need to make sure that they can afford the upkeep of the product. If the client runs out of money we stop working on the program.

3.3 Risk Management

* As part of our contract, if the client can no longer afford our services, we have the right to leave the project
* We will take into consideration every new development idea of our program, if it is feasible.
* If the project becomes too complex, we will need to reevaluate the project to ensure that we are hitting the priorities of the client.
* To reduce risk of rewriting or overwriting the program, we will have frequent meetings with the client to maintain the course of the end product.

3.4 Monitoring and Controlling Mechanisms

* The schedule and weekly meetings will keep everyone focused and completing their components on time.

Technical Process

4.1 Methods, Tools, and Techniques:

* Languages: HTML, CSS, JavaScript
* Database:
* Version Control: Git
* Frameworks:
* Web hosting: Heroku, Github Pages
* Object Oriented Programming: Classes, Inheritance, Encapsulation

4.2 Software Documentation

* Documentation exists to provide product functionality, combine project - related information and allow space to talk about any questions or concerns between stakeholders and developers.
* Documentation plan:
  + From the start to finish, the documentation goes over different aspects of the projects such as: high level requirements, test plans, test documentation, system documentation, installation guides, user manual and the final report. Below, we will expand over each part of the plan.
  + High level requirement:
    - Describes what the system should do and how it should do it.
  + Test plan:
    - How to test and what to test.
  + Test documentation:
    - Documentation of the testing itself.
  + System documentation
    - Class diagrams, Code comments.
  + Installation guides:
    - How to install it.
  + User manual
    - How to navigate and use it.
  + Final report:
    - Summary and conclusion.

4.3 Project Support Functions

* Testing:
  + Test plans
  + Test procedures
  + Unit testing
  + Integration testing
  + Alpha testing
  + Beta testing
  + Acceptance(final test)
* Configuration control
  + Program code changes
  + Requirements and design changes
  + Game versions?
* Quality assurance:
  + Make sure this works at the end

Work Elements, Schedule, Budget

