Project Management Plan (PMP)

**Project Title**: Online Mobile Store Web

## Project Overview

* **Approach**: Water Fall Model, and this includes:

1. Requirement gathering

Goal: understand what the system should do

Activity: meet customers and know their needs and create SRS, CRS, Questions.

1. System design:

Goal: plan how the system will work

Activity: design UI/UX and architecture of sys

1. Implementation

Goal: build system

Activity: create front end and Create backend System

1. Testing

Goal: ensure everything is ok

Activity: (unit, integration, system) Testing

1. Deployment

Goal: produce website

Activity: review by checklist everything is ok

* **Objective**: Provide full functionality for clients and suppliers
* **Project Description**: Web based platform allowing:

1. clients to buy phones / accessories
2. Suppliers to list /sell phones/accessories

## Project Organization

* Customer: Youssef Shabaan
* Project Manager: Abdulah El-Karamany
* Development team:

Mohamed Mumtaz, Youstina Atef, Mariam Abdelmoniem, Rana Saad

## Communication Plan

* **Meetings:**
* **Weekly meeting**: (Sprint Planning)

**Day**: Saturday, **Status**: Face to Face, **leader**: PM

To Discuss:

1. Clear objective of what the team will achieve
2. Break down the delivery into small tasks
3. Assign tasks to the Development Team and reviewers

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* **Standup meeting:**

**Days**: Monday-Thursday, **Status**: Online, **leader**: PM

To discuss:

1. What is done
2. What will we do today
3. Any blocking issues

## 4. Timeline (Example)

|  |  |  |  |
| --- | --- | --- | --- |
| Phase | Duration | Start Date | End Date |
| Requirement Analysis | 1 week | [Date] | [Date] |
| Design | 1 week | [Date] | [Date] |
| Development | 1 weeks | [Date] | [Date] |
| Testing | 1 week | [Date] | [Date] |
| Deployment | 1 week | [Date] | [Date] |

## Features:

* Register – Login
* Secure authentication
* Account access with history of previous buys
* Admin and Supplier have their own control panels

## Assumptions and constraints:

* Must be web-based / PC compatible
* Unique user IDs for all accounts
* Requires admin and supplier-specific features

## Task Planning:

* Each delivery breaks down into small tasks then put it into (Management tool: Trello)
* Each task has at least **2** activities:

1. Assigned to developer
2. Assigned to a Reviewer

* Each delivery has **1** activity

1. Assigned for generating a Baseline

## Review Strategy:

* Internal Reviews: Weekly internal review meetings.
* Customer Reviews: At the end of each major milestone.
* QA Testing Reviews: After each development sprint.

## Configuration Management:

* Version control via Git/GitHub.
* Branching strategy for features, bug fixes, and releases.
* Documentation of all configuration changes.
* Backup and rollback options in case of failure.
* Naming conventions for files and commits will be standardized.

## Project Scope:

**In scope:**

* **Requirements Phase**

1. **Collecting requirements from stakeholders**
2. **Defining user roles: Client, Admin, Supplier**
3. **Creating Software Requirements Specification (SRS)**
4. **Creating Customer Requirements Specification (CRS)**
5. **Creating (SIQ)**
6. **Defining functional and non-functional requirements**

* **System Design (HLD-LLD)**

1. **System architecture design**
2. **Database schema design**
3. **UI/UX wireframes**
4. **API contract definitions**

* **Development Phase**

1. **Web development**
2. **Client, Supplier, and Admin modules**
3. **User authentication and access control**
4. **Product listing, buying, and selling functionalities**

* **Testing Phase**

1. **system testing, Validation testing**

* **Deployment Phase**

1. **Web deployment to a server or cloud platform**
2. **Deployment documentation and basic training**

**Out scope:**

* **Requirements Phase**

1. **Marketing strategy planning**

* **System Design (HLD-LLD)**

1. **Mobile app UI design**

* **Development Phase**

1. **Mobile app development**

* **Testing Phase**

1. **Unit, integration testing**

* **Deployment Phase**

1. **Mobile app publishing**