

Software Project Management plan

Group 5



April 10, 2017

PREPARED FOR: COSC412

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# Executive Summary

**Introduction**

The SWMP introduction provides background information for the rest of the project. It briefly discusses the project, the team members, deliverables, the project over view, progress, and expected changes in the project development.

**Evolution**

All changes will be managed by the team

**Project Overview**

This project is designed to create an online system that will allow high schools around the country to utilize their facilities when not in use to make money by renting them to the public. In addition to making money, the system will also utilize major social media platforms to promote specific events like school games. To help make the process easy and plan driven, our engineering team has developed a solution that meets the standards of the U.S. Department of Education's request. Our project name “ScheduSchool” will provide a secure, well-functioning and user-friendly interface that will allow anybody that is registered in the system to reserve a facility or make donation to any high school in the country.

To meet the project deadline, each of the team members was assigned individual tasks. The team decided to gather every Thursday to report progress and discuss any important issues. Lastly, several software were utilized in order to fulfill certain project requirements. For instance, we chose to use HTML, CSS, and JQuery for all the front end and PHP and MySQL for the back end.

***\*Project Objectives****:*

* Conduct interview with U.S. DoE
* Identify and analyze problem
* Evaluate user requirements
* Pose solution
* Create software
* Testing

# Project Deliverables

|  |  |  |
| --- | --- | --- |
| **Date** | **Attendants** | **Agenda** |
| 2/20/17 | Brady & Dom | Establish User Requirements |
| 2/24/17 | Sabina & Vlad | Use Cases & Sequence Diagram |
| 2/25/17 | Abdul, Ryan | HLA & Class Diagram |
| 3/04/17-  3/15/17 | Brady | Repo Setup |
| 3/12/17 - 3/15/17 | Colin & Sabina | SW Management Plan |
| 3/12/17 - 3/15/17 | Group | Code Review I |
| 3/12/17 - 3/15/17 | Group | Code Review II |
| 3/27/17 - 4/15/17 | Group | Code Review III |
| 5/13/17 | Group | Prepare User Manual |
| 5/18/17 | Group | Present Final Project |
| 5/12/17 | Group | Teammate Evaluation |
| 5/12/17 | Group | Test |

**References**

1. Team Website <http://triton.towson.edu/~vyudit1/cosc412/home.html>
2. Repo Link <https://github.com/bradyc1996/cosc412.git>
3. Homepage http://triton.towson.edu/~vyudit1/cosc412/home.html

**Project Organization**

***Process Model***

Given the nature of the project requirements, my team will follow the combination of Incremental and Waterfall process. This is because since it’s a large project, using these two combinations will help keep everyone on track and finish the project on time. Also, since the department of education wants frequent status update and some changes, the incremental process is perfect for this because it lets us break the problem into sub sections and provide updates as needed. These two combinations make it easier to plan and manage a project of this size. Therefore, with the two combined, we can have a plan in place, create some flexibility and keep everyone on track so the project can be managed and finished on time.

***Organizational Structure***

*Team Members:*

Abdulai Dibasy

Brady Cusack

Sabina Aguon

Ryan Penkusky

Dominic Rucci

Vladimir Yuditsky

Colin Jose

Travis Jones

***Organizational Interface:***

Team leaders will be responsible for organizing meeting, setting up work shows, making sure everyone is on track and aware of changes etc.

***Project Responsibilities:***

The entire team is responsible for the success of the project.

Requirement Analysis

Project Plan

Project Deliverables

Test Plan

Project Maintainers

Presentations

Etc.

**Managerial Process**

***Management Objectives and Priorities:***

The objective of the project is to create an online system that will allow high schools around the country to utilize their facilities when not in use to make money by renting them to the public. In addition to making money, the system will also utilize major social media platforms to promote specific events like school games. The project will be prioritized based on the works that need to be done first, by putting the most demanding task at the top and the least at the bottom.

***Assumption:***

1. User friendly
2. Budget
3. Time required to finish the project
4. Number of team members
5. Use of Existing software

***Risk Management:***

We have developed a mechanism that will help us manage some of the risk that may arise during the development process. For instance,

1. Budget cuts
2. Requirements Changes
3. Size of project
4. Staff

***Monitoring and Controlling Mechanism:***

1. Meeting weekly to discuss progress
2. Assigning weekly tasks

***Staffing Plan:***

We have 8 members in our team, 3 are responsible for coding, 3 doing deliverables, 1 is working on the payment system and 1 on the server side.

**Technical Process**

**Methods, tools and techniques:**

The project will be implemented using the Incremental and Waterfall process to help meet client requirement, manage project plan and changes. We will use all the tools available at our disposal for the project like GitHub, Stripe, etc.

Software Documentation

The system will be well documented during and after development. The documentation will include how to use the system, project specifications, test plan etc.

Project Support Function

Since this is a contract project that is over when the project is finish, our team will not be there to support it, but after the project, documentation will be provided on how to manage the system and any information needed.

**Work Elements, Schedule, Budget**

1. Eight team members will be responsible for the project
2. The team will be divided into 3 teams, development team, design team, and test team.
3. Team members meet every week to work on project.

**Schedule**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date | Members Responsible | Task | Outcome | Approved or Not |
| 2/20/17 | Group | Analyze Requirements | Requirements Accepted | yes |
| 2/24/17 | Sabina and Vladimir | Use Cases and Sequence Diagram | done | yes |
| 2/27/17 | Abdulai, Ryan | HLA & Class Diagram | done | yes |
| 2/28/17 | Group | Group Meeting | done | N/A |
| 3/15 17 | Brady | Repo Setup | done | yes |
| 3/12/17 | Colin and Sabina | SWMP | incomplete | Not yet |
| 3/30/17 | Group | Mid Semester Presentation | done | yes |
| 3/30/17 | Group | Group Meeting | done | N/A |
| 4/15/17 | Abdulai | Code Review I | done | Not yet |
| 2/20/17 – 5/15/17 | Vladimir, Brady, Dominic, Sabina | Code the system | Still in development | Not yet |
| 4/20/17 | Group | Group meeting | done | N/A |
| 2/20/17 – 5/11/17 | Abdulai, Travis, Sabina | Complete Deliverables | Incomplete | Not yet |
| 5/10/17 | Abdulai | SWMP | Complete | Not yet |
| 5/1/17 | Group | Group Meeting | done | N/A |
| 4/13/17 | Abdulai, Travis, Sabina | Code review II | Incomplete | Not yet |
| 4/20/17 | Group | Code review III | Incomplete | Not yet |
| 2/20/17 – 5/15/17 | Colin | Database setup | Still in development | Not yet |
| 4/25/17 | Group | Test | Incomplete | Not yet |
| 4/30/17 | Group | Meeting | Done | N/A |
| 2/20/17 – 5/15/17 | Ryan | Payment Setup | Still in development | Not yet |
| 5/9/17 | Abdulai | Requirement Change | Not accepted | yes |
| 5/9/17 | Abdulai, Travis, Sabina | Deployment plan | incomplete | Not yet |
| 5/10/17 | Group | Meeting | Unable to meet | N/A |
| 5/15/17 | Vladimir, Brady, Dominic | Documentation | Still in development | Not yet |
| 5/15/17 | Group | Meeting | Not yet done | N/A |
| 5/18/17 | Individually | Teammate Evaluation | incomplete | Not yet |
| 5/18/17 | Group | Final Presentation | Still in development | Not yet |

**WBS (work breakdown Structure)**

|  |  |  |
| --- | --- | --- |
| **Level 1:** | **Level 2:** | **Level 3:** |
| Website to Rent School Facilities to the public | 1.1 Initiation | 1.1.1 Evaluate Project requirement  1.1.2 develop a Project Charter  1.1.3 client Review project charter  1.1.4 Project approved |
|  | 1.2 Planning | 1.2.1 Create a preliminary Scope Statement  1.2.2 Determine Team members  1.2.3 Set up meeting time  1.2.4 Develop project Plan  1.2.5 Assign member’s roles  1.2.6 Project plan approved |
|  | 1.3 Execution | 1.3.1 Team start meeting  1.3.2 validate user requirement  1.3.3 Deign System  1.3.4 incorporate changes that arise  1.3.5 Install Development System  1.3.6 Test for bugs  1.3.7 Train Users  1.3.8 Deploy System |
|  | 1.4 Control | 1.4.1 Project Management  1.4.2 Project Status  !.4.3 How to handle risk  1.4.4 Update project plan |
|  | 1.5 Closeout | 1.5.1 Document project  1.5.2 Update Files  1.5.3 Archive Files  1.5.4 Hand over Project |

Sources cited for template

(n.d.). Work Breakdown Structure (WBS). Retrieved May 10, 2017, from <http://www.projectmanagementdocs.com/project-planning-templates/work-breakdown-structure-wbs.html#axzz4gjFbpjk4>

www.utdallas.edu/~chung/...U07.../Software\_Project\_Management\_Plan\_v1.1.doc