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| Configuration Management Plan |
| Team: The Leftovers |

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| Flag Quest  April 13, 2018 |

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**1 Introduction**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* 1. Key Terms

Pixel View - The term is used to describe the way the picture of each question is displayed. As the timer goes down on a question, the more pixel view you get of the flag.

Step Answer – The term is used to describe the way that the answer is displayed to the player. Each question is displayed by showing random letters in the word the player needs to guess.

* 1. Purpose

The purpose of the mobile game being created is to give players the chance to expand their knowledge and learn the flags of other countries. The mobile game is called “Flag Quest” and will contain the 196 flags recognized by the United Nations.

* 1. Scope of Application

Software configuration items:

* Sprint Reviews
* Kanban Board
* Software Requirements Specification Documents
* Use case Models
* Product Backlog
* Sprint Backlog
* Team Member Report
* Domain Model and Detailed Design Document
* Configuration Management Plan

Supporting Software:

* Github
* Android Studio
* Eclipse
* Google Docs
* GroupMe

Some limitations that may be affecting the project outcome would be time. The final submission date for the project is May 10th which will put some strain on the entire project. Other limitations that may affect the project is team member schedules.

Some assumptions that the developing group has made are, all team members will be able to meet at least once a week to discuss progress and the next steps towards the final goal of the project. Another assumption we considered was that every team member will do an equal amount of work and have their tasks completed by a specific time.

* 1. References
* Sommerville, Ian. Software Engineering. 10th ed., Pearson, 2016
* Ghanavati, Sepideh. Software Engineering ll Lecture Notes. 2018
* “Build Software Better, Together.” Github, 2018, github.com/.
* “Trello.” Trello, ATLASSIAN, 2018, trello.com/.
* World Flag Database. “United Nations Flags.” *Flags.net*, The Flag Institute, 2017, [www.flags.net/UNNA.htm](http://www.flags.net/UNNA.htm).

**2 Management**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

2.1 Organization

The organization will be controlled by the use of a Kanban Board that all team member will have access to. The Kanban Board will have all necessary parts to complete the project and when those parts are expected to be completed. Cody Otterbine, project manager, will also announce any mandatory meetings that will be held.

2.2 Responsibilities

* Cody Otterbine:

Role: Project Manager

Responsibilities: Product Backlog, Sprint Backlog, Usability Study.

* Akira Uchiyamada

Role: Lead Programmer

Responsibilities: Platform Documents, SRS, UCM.

* Ruben Perez

Role: Programmer

Responsibilities: Kanban Board, Configuration Management Plans.

* Eddie Garcia

Role: Programmer

Responsibilities: GRL, UCM Models.

* Asah Oghenerukevwe

Role: Programmer

Responsibilities: Domain Model, Design Document, Architect Design, Design Patterns.

* Kazi Abdul Muktadir

Role: Programmer

Responsibilities: Test Plan Document.

2.3 Application Policies, Directives, and Procedures

So far there has not been any major external constraints. Some minor external constraints are due to the point of there not being enough information to fully complete the configuration management plan.

**3 Activities\_\_\_\_**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

3.1 Configuration Identification

Below is the necessary software that is needed to create and run the application:

* Android Studios
* Android Studios Emulator
* Android Phone

Below is a list of important documents:

* Product Backlog
* Sprint Backlog
* Team Member Report
* Platform Document
* Domain Model and Detailed Design Document
* Use Case Models Document
* Software Requirements Document
* Configuration Management Plan
* Architecture Design
* Design Patterns

All required documents will be distributed amongst the project team and completed by a given date. Some documents may have more than one team member working together.

3.2 Configuration Control

If a change is to be made to configuration management plan or the project, then the purposing team member must request the change and give reason why. The request may be via group messaging or email.

After the change request has been sent to the remaining group members, each member will evaluate the change requested individually. Each member will document if the change requested is valid or not.

Once each member has viewed the change request, a mandatory meeting will occur in which the group will discuss on whether the change will happen.

If the group decided to approve the change, a team member will be selected to implement the change.

3.3 Configuration Status Accounting

* Software: Windows or IOS operating system can be used.
* Software Components: The software needed to write and develop this application is Android Studios. Another piece of software that is needed is an Android Studios Emulator. This emulator will let you test your code on a virtual android phone, so you can see how the application will run.
* Hardware: A pc running Windows or IOS operating system is needed. Any type of Android phone is necessary to test the finished application.

No data bases will be required because all data will be saved and stored on each user’s mobile device.

3.4 Configuration Evaluation and Reviews

All CI’s stated above will be evaluated as a team before submission. If there is a flaw or changes that need to be made, then the request is then handled like any other request.

Schedule: The Kanban board is the defining way that the project schedule will be handled. Also, the list of important dates will factor into the project schedule.

Procedures: The project assignment will be using the waterfall procedure. At the beginning of the project a list of everything needed was compiled and each point on the list will be handled in order.

Participants: All group members will participate in all aspects of the project. This will include writing some of the applicational code and creating necessary documents required for submission.

Approval: All changes and submission will be presented and a group meeting for approval. If there are any changes required, then those changes will follow the documents change policy.

3.5 Interface Control

3.6 Subcontractor/Vendor Control

3.7 Release Management and Delivery

The project will only be released once it is completed and all bugs have been taken care of. A quick group study will be help upon completion to insure there are no flaws and to receive feedback. After the group study has been done and any changes made after the feedback is completed, the project will then be scheduled for release. The group will decide on a specific date in which to release the application. The application will then be available via both google play store and apple store.

**4 Schedule**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

4.1 Sequence and Coordination

4.2 Relationship of key activities

4.3 Schedule

Below is a list of important dates pertaining to the project:

Deliverable 0 -- January 26th, 2018

Deliverable 1 – February 14th, 2018

Presentation Proposal – February 22nd, 2018

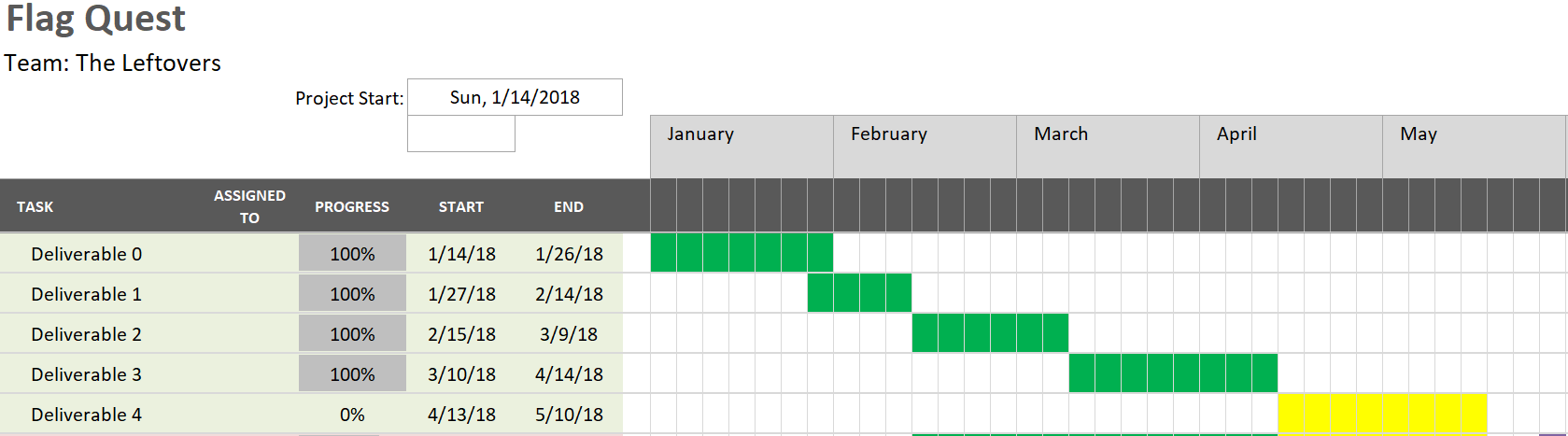
Deliverable 2 – March 9th, 2018

Deliverable 3 – April 14th, 2018

Project Presentation -- April 18th, 2018

Deliverable 4 – May 10th, 2018

4.4 Graphical Representation



**5 Resources**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

5.1 Identifies environment, infrastructure, software tools, techniques, etc.

Software tools:

Android Studio: Used to create the application.

Android Emulator: Used to test the application.

Eclipse: Used to create needed documents for project.

GroupMe: Used to keep in communication with all team members.

GitHub: Used to keep all required documents for every team member to access.

Software Language:

Java: The main language used to create the application.

5.2 Key Infrastructure Factors

5.3 Activity Tools

**6 Plan Maintenance**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

6.1 Maintenance

Ruben Perez oversees maintaining and updating the configuration documents. Updates are to be made after every sprint and when drastic changes are made to the project. Any changes to the plan and how to handle those changes will be discussed and decided as a group. Whenever changes are needed to be made to the plan, the entire developing team will meet in person.

6.2 Change History

Changes made to the application will be documented by Ruben Perez. Changes made to the application will be done by any team member as necessary.

March 26th, 2018

Table of contents was added to the documentation.

Marth 30th, 2018

More questions were added to the application.

April 2nd, 2018

Responsibilities of team members was updated.

April 6th, 2018

New flags were added to the application.