**Project Management Plan:**

**Project Organization:**

The team organization is based off the typical agile model. This entails a constant communication between group members and weekly meet ups checking in to see how other team members are doing with their assignments. Currently we have been pushing for 1 week intervals where our group (Austin, Matt, Taric) have met up and discussed problems we are having and creating solutions to those problems. While there is no true leadership role within our team each members has a constant responsibility of keeping others on track, this is done by communication whether that is in person, emails or texting to hold each members accountable.

**Risk Analysis:**

Every project takes planning and organization this includes planning and organizing for risks involved within the project. The biggest risk a project has is running behind on time, and often times projects that fall behind stems from bad planning or not allocating the correct amount of time for each task. To combat this problem our group started the project the moment it was assigned, had weekly meetups in order to check in with other members and been in constant contact with each other. This benefits our team in multiple ways, starting as early as possible sets our team up to finish tasks before they are due, this gives us a buffer period in which if something does happen we are still able to finish the task due to having the extra time. Being in contact with each other multiple times a week allows for members to discuss any issues they are having, and also allows us to plan further ahead creating realistic deadlines for each member.

**Hardware and Software Resource Requirements (System):**

The hardware aspect of our project is very simple, after talking to our client we have been informed that a repurposed computer will be available for us to put our software on. Due to the small nature of our application there should be no issue getting our software to run on any computer. The software resources we will be using include Java, NetBeans IDE, iText and an SQL Database which will be hosted on the single repurposed computer.

**Work Breakdown:**

Through the first half of 480 we had been able to create our design of the program and find all the necessary resources we need in order to deliver exactly what the client wants. This includes use cases, UML diagrams, finding the correct technologies for our project such as sqlLite, iText and NetBeans. By the second half of the quarter we are planning to create a prototype for the GUI which our users will interact with, we will be communicating with our client to make sure they are easily able to understand and use the GUI.

Next quarter within the first two weeks we have decided to meet and figure out other team members schedule and what works best for meeting up to discuss this project, as well as when people will be available to work on it. From there we will try to deliver a working prototype by the mid-term, while it will not be feature rich it will have the bare bones hopefully working. (NEED TO TALK ABOUT THIS SECTION BEFORE SUBMITTING)

**Project Schedule:**

FILL IT AFTER MEETING

**Feasibility:**

Bare Bones Model:

Enhanced Version: