Part 1: Introduction

1.1 Executive Summary

The US Dept. of Transportation has assigned our team to accomplish a way that users can help study for their driving exams through the use of an online portal. The goal of this is for users to be able to access our website and either sign up or just anonymously practice. Our website is going to offer the users the ability to take quizzes to help them learn real life scenarios while driving. The game will generate reports of scores for all past completed quizzes and be able to compare them. The DOT and MVA will have the ability to access specific records to see users progress. The users parents or guardians will have the same capability. This game will give the users the option to connect with social media to advertise their scores as well. The final part will be that our website will allow outside sources to donate or advertise on our site to help support our mission. The final product will help improve driving test scores on newly upcoming drivers.

1.2 Project Deliverables

·      Requirements

·      Use cases & Sequence diagrams

·      High level architecture, Class diagrams, and interface specifications

·      Software Project Management Plan (SPMP)

·      Organizational structure

·      Work breakdown structure (WBS)

1.3 Evolution of the SPMP

         Since we are in the beginning stages of the project planning there will most likely be some changes. To ensure these changes do not mess up our project schedule will we allow time after each deliverable to ensure the full completion of them. If there are any changes, we will go back and edit them before continuing onto the next piece.

1.4 Reference Materials

We will be running our application on Visual Studio. We will write our program in Java Script.

1.5 Definitions & Acronyms

Part 2: Project Organization

2.1 Process Model

2.2 Organizational Structure

2.3 Organizational Interfaces

2.4 Project Responsibilities

The main functions and activities of the project are:

Creating a database- Alex will be in charge of setting up the database for our website so we can store all of the questions for the driving quiz

Structure of quiz - Joey will be in charge of setting up the quiz layout and the basic functions that the quiz will be able to accomplish

Account setup - Alvin will be in charge of setting up the account registration and log in features for our website

User interface- Jamal will be in charge of setting up the user interface for our website

Creating quiz questions - This will be handled by everyone in the group, since there will be a good amount of questions we will each individually add questions to a list that we will add into our database

Part 3: Managerial Process

3.1 Management Objectives and Priorities

         Our goal is to ensure we are completing each requirement as we move through our project process. We have a set schedule time that we should be completing each task by to maintain with our budget amount. Our team manager will keep up with each individuals responsibility to maintain our schedule.

3.2 Assumptions, Dependencies and Constraints

         The project must meet the requirements of the MVA and DOT driving exam requirements. We will ensure that our questions with in our quiz are credible questions that would be encountered or asked in a physical driving exam. We will not make up random questions that have nothing to do with a driving test.

3.3 Risk Management

Contractual Risks

         This could be a big potential risk because if our client does not have the appropriate amount of money to fund the project then we could get stuck in the middle of progress with no incentive to move forward. The other part of this would be if we were to blow the budget our client has offered us, the client may not want to put forth more money for it.

Size of the Project

         The risk of the project being too large will not be a problem. With our team we will break this project into parts and approach each part together and efficiently. The only risk that could become of this would be if the client wants to add more requirements to it later down the road. This could make the size become too large for us to hit the project deadline.

Client Acceptance

         If our client does not like our prototype then we will have to try to make some changes to it to establish a different prototype. The way we will try to avoid this would be keeping in contact with the client. Even though we will not talk to them about every single detail, we will ensure that when we have questions we will make sure we ask our client so we are not moving in any wrong directions.

3.4 Monitoring and Controlling Mechanisms

         Our team will communicate almost everyday with updates or details on what we are completing at the time. We will also report to our project manager of updates on completion status.

3.5 Staffing Plan

         Our staff will be our team currently. We will have no budging money to be able to hire any external contractors. Our team will be comprised of 4 team members.

Part 4: Technical Process

4.1 Methods, Tools, and Techniques

Some of the techniques we will use for our project will be breaking it up into pieces. Each member of our group has a specific task that they are assigned. This way we will be able to distribute the work-load and then integrate the pieces together after checking each individuals work. Even though we each have individual tasks, since we are reporting back as a group it allows us all to look over each piece and see where any improvements could be made.

4.2 Software Documentation

Each team member will complete parts of their task and post it on Github. This way even when a team member makes updates every other member will see them. Also Github will forbit some other users to edit the same thing at the same time. Along with this we will keep track of all the individual tasks that we complete by checking them off the list. This way we can move to another task.

4.3 Project Support Functions

Part 5: Description of Work Packages

5.1 Work Breakdown Structure

