**Group 2 Software Project Management Plan**

1. Revision History

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| --- | --- | --- |
| **Date** | **Updated By** | **Comment** |
| 10/10/2017 | K. Franklin, J. Ray, G. Akanni, F. Daneshpour, B. Cavender, P. Carpenter | Initial SPMP creation |
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Part 1

*1.1 Project Overview*

This website will provide information to teenagers about health and fitness regarding their selected sport. This will be partnered with a fun and interactive game where the teenagers can explore more about health and fitness. Athletic coaches can access player’s profiles to monitor their progress. Teenagers will also be able to access directories with information about contacting different health and fitness experts.

*1.2 Project Deliverables*

1. Requirements
2. Use Case, Sequence Diagrams
3. HLA, Class Diagram, Interface Spec
4. GitHub Repository
5. Code

*1.3 Evolution of the SPMP*

1. Client changes requirements.
2. Any sort of budget change.

*1.4 Reference Materials*

SPMP Template:

[*http://www.utdallas.edu/~chung/CS6354/CS6354\_U07\_source/Team\_2/Software\_Project\_Management\_Plan\_v1.1.doc*](http://www.utdallas.edu/~chung/CS6354/CS6354_U07_source/Team_2/Software_Project_Management_Plan_v1.1.doc)

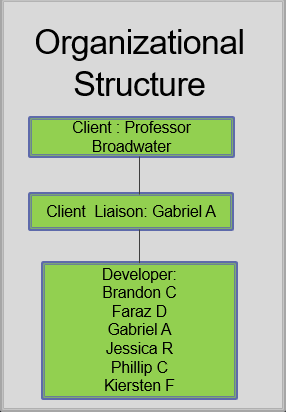
*1.5 Definitions and Acronyms*

HLA - High Level Architecture

SPMP - Software Project Management Plan

Part 2

*2.1 Organizational Structure*

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*2.2 Organizational Interfaces*

1. Payment Processor
2. Google Location Services
3. Website Domain/Server
4. Various Social Media Services

*2.3 Project Responsibilities*

The entire team is responsible for delivering the project.

Part 3

*3.1 Management Objectives and Priorities*

Main priorities are to make sure the site is stable and runs without crashing, the game environment is intriguing and bug-free, and the subscription service stays running at all times.

*3.2 Assumptions, Dependencies, and Constraints*

1. Assumptions
   1. Receiving approved funding amount.
   2. Team of 6 group members.
   3. Website domain availability.
2. Dependencies
   1. Knowledge base for site information
   2. Variety of professionals to add services to the site
3. Constraints
   1. Time until project is due.
   2. Budget
   3. Time available for each member to work on project.

*3.3 Risk Management*

1. Technology Risk - Server and or site crashing, data breaches
2. Financial Risk - Budget cuts, overspending
3. People - Version control issues
4. Structure/Process Risks - Too much flexibility

*3.4 Monitoring and Controlling Mechanisms*

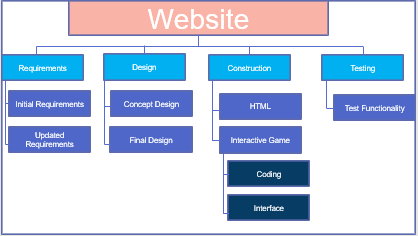
1. GitHub repository
2. Weekly team meetings

Part 4

*4.1 Methods, Tools, and Techniques*

The project will be implemented utilizing agile methodology, and tools such as IDE, text editor, SQL server, text editor, and GitHub.

Part 5

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