Software Development Plan

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1 Project Overview

1.1 Description

1.2 Objectives

2 Project Schedule

2.1 Components

2.2 Deliverables

There are four project deliverables, as defined in the table below, that will be given to the customer. For each deliverable, there will be given a presentation of it to the customer.

Deliverable	Deadline
Project Requirements and Backlog	September 27, 2016
Architectural Design	October 18, 2016
User Interface Design	November 3, 2016
Product Delivery	November 29, 2016

2.3 Milestones

For this project, there are loosely defined milestones our team wishes to complete by certain deadlines. These milestones will encourage continuous development and mark certain stages of the project.

Deliverable	Deadline
Create Proof-of-Concept GUI	January 1, 2016
Develop Statistical Algorithms	January 1, 2016
Milestone #3	January 1, 2016
Milestone #4	January 1, 2016

3 Team Members

3.1 Richard Dunham

3.2 Chelsie Martinear

3.3 Joeseph Richardson

3.4 Justin Traglia

With over four years of software engineering experience, just is qualified to work on this project. He has experience working with small groups, agile programming development, version control, and documentation. With a completed minor in mathematics, Justin has the ability to help develop many of the algorithms for this project, and should be a valuable member of the team.

3.4.1 Roles

- Product Owner
- Programmer
- Test Designer
- Tester

4 Risk Management

For this project, there are the following risks:

Risk	Severity
We all die	Catastrophic
We each lose a hand	Critical
Senioritis	Marginal
We get sick once	Negligible