

# Software Project Management Plan

Cooking Companion Web Application

2 October 2022

Team GCC

Computer Science Dept/CSUN

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## Revisions

<u>Version</u>	<u>Primary Author</u>	<u>Description of Version</u>	<u>Date Completed</u>
1.0	Edgar Kilamyan	Initial Version	10/02/2022
1.1	Edgar Kilamyan	Added Gantt Chart	10/23/2022
1.2			
1.3			
1.4			
1.5			

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# 1. Introduction

## 1.1. Project Overview

### 1.1.1. Purpose:

The purpose is to create a cooking web application that allows users to cook homemade meals with the ingredients they may already have at home. Users can also filter recipes based on food intolerances, allergies, dietary restrictions, and caloric values. Users also have the freedom to search for recipes regardless of any restrictions.

### 1.1.2. Scope

The web application is intended for anyone who enjoys cooking and people who would like to utilize the ingredients they have at home.

### 1.1.3. Assumptions and Constraints

The web application will be available to anyone with internet access. It is also assumed that they will use a browser equipped with HTML 5.

- Chrome 8 +
- Firefox 4+
- Safari 5.1 +
- Edge
- IE 11
- Opera 12.1 +

## 1.2. Literature Review

### 1.2.1. Current Knowledge/Technologies/Apps

1. <https://www.supercook.com/#/desktop>  
SuperCook is a cooking web application that lets you add ingredients you currently have at home and shoot out a recipe for you to make. It has a basic interface and is also outdated. It can use a more modern look to grab the user's attention. Nutritious are mentioned in the recipe when you choose what you want to cook according to the ingredients you have at home.

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<sup>1</sup> Super Cook, <https://www.supercook.com/#/desktop> [Accessed: 17 September 2022]

## 2. Project Organization

### 2.1. Roles and Responsibilities

Team Member	Role	Email
Edgar Kilamyan	Developer, Tester and Team Leader	edgar.kilamyan.676@my.csun.edu
Leo Asadourian	Developer, Tester	leo.asadourian.230@my.csun.edu
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### 2.2. Tools and Techniques

- AngularJS - Website design and development
- DasiyUI - Website user Interfaces design
- Spoonacular - API database that houses recipe and food information
- AWS - Database storage and website hosting
- Github/Git - version control
- Jira - Agile scrum board

## 3. Project Management Plan

### 3.1. Tasks

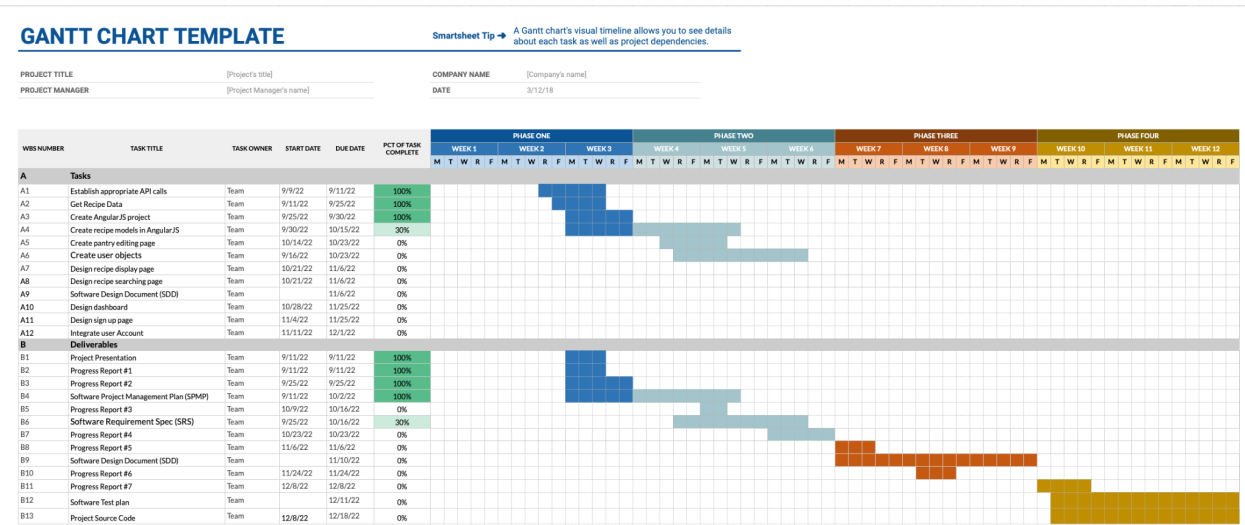
Task	Task Description	Date
Find eligible recipes	Understand how Spoonacular API works and how to get the desired recipes, with the correct parameters	09/25/22
Establish appropriate API calls	Using the correct api calls - create an efficient method of obtaining the desired recipes based on a list of ingredients which will be later known as user pantry.	10/08/22
Create AngularJS project	Create the project with all necessary AngularJS components, modules, services and models	10/08/22
Create recipe models in AngularJS	Create a model/object called recipe that has all the necessary data for a recipe, nutrition, prep time, list of ingredients, equipment, instructions, etc.	10/08/22
Create pantry editing page	Figure out a way to create an easy to use and editable pantry for the user. This consists of fruits, vegetables, dairy, meats, etc.	10/16/22
Create user objects	After creating recipe and pantry objects store these objects within a user object that also has personal identifiers: name, last name, email etc.	10/23/22
Design recipe display page	Design UI and angular component that will display recipe information in easy to navigate and cohesive way.	11/06/22
Design recipe searching page	Design a working searching page for recipes with working filters: calories, prep time, type of meal, etc.	11/06/22
Design pantry editing page	Design UI and angular component that will display as well as allow users to edit their pantry.	11/06/22
Design dashboard	Design UI and angular component that gives users multiple recipes/categories to choose from based on their pantry.	11/25/22
Design sign up page	Design UI and angular components that allow users to sign up.	11/25/22
Integrate user Account	Integrate the ability for users to save data and information through AWS	12/01/22

## 3.2. Assignments

Deliverables/Progress	Date
Project Presentation	09/08/22
Progress Report #1	09/11/22
Progress Report #2	09/25/22
Software Project Management Plan (SPMP)	10/02/22
Progress Report #3	10/09/22
Software Requirement Spec (SRS)	10/16/22
Progress Report #4	10/23/22
Progress Report #5	11/06/22
Software Design Document (SDD)	11/10/22
Progress Report #6	11/24/22
Progress Report #7	12/08/22
Software Test plan	12/11/22
Project Source Code	12/18/22

### 3.3. Timetable

- Blue - Documentation (Requirements, Definitions, Analysis)
- Orange - Project Management (Planning of Sprints)
- Purple - Project Design
- Yellow - Coding
- Red - Review and Monitor (Testing)





## 4. Additional Materials

### 4.1. Definitions, Acronyms, and Abbreviations

- **Agile** - a method of creating software that places a strong emphasis on "adaptive planning, evolutionary development, early delivery, constant improvement, and it fosters quick and flexible response to change."