Software Project Management Plan

Cooking Companion Web Application

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Team GCC

Computer Science Dept/CSUN

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Revisions

Version	Primary Author	Description of Version	Date Completed
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			

Table of Contents

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 It has a basic interface and is also outdated.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. Nutritions 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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[1] 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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Artin Simonian	Developer, Tester	artin.simonian.876@my.csun.edu
Edrik Zohrabi	Developer, Tester	edrik.zohrabi.735@my.csun.edu

2.2. Tools and Techniques
- AngularJS - Website design and 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
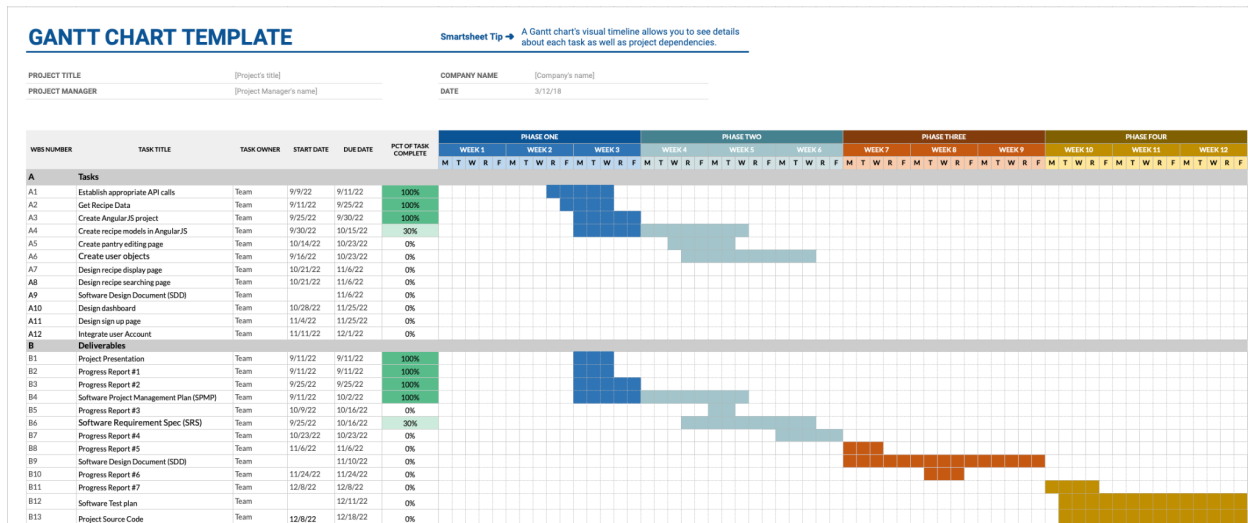
3. Project Management Plan

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)

GANTT CHART TEMPLATE

Smartsheet Tip ➜ A Gantt chart's visual timeline allows you to see details about each task as well as project dependencies.

| PROJECT TITLE | [Project's title] | | COMPANY NAME | [Company's name] |
| PROJECT MANAGER | [Project Manager's name] | | DATE | 3/12/18 |

WBS NUMBER	TASK TITLE	TASK OWNER	START DATE	DUE DATE	PCT OF TASK COMPLETE
A	**Tasks**				
A1	Establish appropriate API calls	Team	9/9/22	9/11/22	100%
A2	Get Recipe Data	Team	9/11/22	9/25/22	100%
A3	Create Angular JS project	Team	9/25/22	9/30/22	100%
A4	Create recipe models in Angular JS	Team	9/30/22	10/15/22	30%
A5	Create pantry editing page	Team	10/14/22	10/23/22	0%
A6	Create user objects	Team	9/16/22	10/23/22	0%
A7	Design recipe display page	Team	10/21/22	11/6/22	0%
A8	Design recipe searching page	Team	10/21/22	11/6/22	0%
A9	Software Design Document (SDD)	Team		11/6/22	0%
A10	Design dashboard	Team	10/28/22	11/25/22	0%
A11	Design sign up page	Team	11/4/22	11/25/22	0%
A12	Integrate user Account	Team	11/11/22	12/1/22	0%
B	**Deliverables**				
B1	Project Presentation	Team	9/11/22	9/11/22	100%
B2	Progress Report #1	Team	9/11/22	9/11/22	100%
B3	Progress Report #2	Team	9/25/22	9/25/22	100%
B4	Software Project Management Plan (SPMP)	Team	9/11/22	10/2/22	100%
B5	Progress Report #3	Team	10/9/22	10/16/22	0%
B6	Software Requirement Spec (SRS)	Team	9/25/22	10/16/22	30%
B7	Progress Report #4	Team	10/23/22	10/23/22	0%
B8	Progress Report #5	Team	11/6/22	11/6/22	0%
B9	Software Design Document (SDD)	Team		11/10/22	0%
B10	Progress Report #6	Team	11/24/22	11/24/22	0%
B11	Progress Report #7	Team	12/8/22	12/8/22	0%
B12	Software Test plan	Team		12/11/22	0%
B13	Project Source Code	Team	12/8/22	12/18/22	0%

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."