3.1 Management Objectives and Priorities

1. Management Goals
   1. To encourage personnel on the team to be creative and explore and learn different methods to complete this project within the strict time constraints.
   2. To be understanding when mistakes are made and use them as a learning/teaching process to help the personnel become better developers.
2. Budget
   1. This is a low budget project and a focus will be put on finding free or low cost tools for use.
3. Requirement Priorities
   1. The most important functional parts of the project will be identified and prioritized.
   2. During the programming process, emphasis and priority will be on creating an adaptable and flexible site that can be improved on easily in the future.

3.2 Assumptions, Dependencies, and Constraints

1. Time Constraint
   1. The project must be done and delivered to the client by July 17th, 2018 with no exceptions.
2. Dependency on Pre-packaged Solutions
   1. Given the short work period for this project, the project will have to depend on several pre-built components that will be thoroughly cited.

3.3 Risk Management

1. Recognizing and staying within the scope of the project.
   1. Each component of the project will only be budgeted enough time to complete what is absolutely necessary for the on time completion of the project.
   2. The components will be flexible enough to allow easy changes/addition in the future.
   3. Any time left over at the end will be allotted to adding less necessary features.
2. Client Acceptance
   1. The client will be assured that with the time constraints given to us, the product delivered is the best that could have been achieved.
   2. The product will be made flexible and well documented so that should the client want more changes/development after the delivery date, they can contract it out to another group.

3.4 Monitoring and Controlling Mechanisms

1. The personnel on this project will have frequent check ins with the client and an advisor to make sure that they are moving in the right direction and that everything is up to standards.
2. The personnel on this project will have frequent communication with each other through the form of text, email, in person meetings, and project comments.

3.5 Staffing Plan

1. All staff on this project must be animal friendly and have no known history of animal abuse.
2. Staff must be willing to be adaptive and flexible with changes.
3. There will be four personnel on this project.
   1. These four personnel will be Ellen Will, Sam Kennett, Jon Patton, and Lifan Long