Software Engineering Group Project
Project Plan Specification Standards

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1. INTRODUCTION

This document specifies the required structure of a project plan for CS22120 Group Projects.

1.1 Purpose of this Document

The purpose of this document is to describe the format of, and information which must be supplied in, the initial project plan produced in software engineering group projects.

1.1.1 Scope

This document specifies the standards for writing a project plan; it describes the necessary layout and content of a project plan for CS22120 Group Projects [1].

1.2 Objectives

The main objective of this document is to aid in the production of an initial project plan, which is a complete and accurate translation of the client's requirements into a set of basic objectives (milestones, with deliverables at each stage), a description of the visual appearance of the planned software's user interface (e.g. sketches), the functional behaviour of every permitted interaction with the system via the user interface (from the user's perspective) and a complete set of use-case scenario descriptions and diagrams.

2. OUTLINE STRUCTURE

An outline structure for a project plan is given below. Since there is a wide variation in the kinds of systems that could be developed in group projects (e.g. games, simulations, database applications), this outline structure is only a recommendation and is not mandatory.

1. Introduction: structure as specified in QA Document SE.QA.03.
2. Overview of proposed system: including (as appropriate) choice of platform, high-level architecture and description of target users.
3. Use-cases: this section should detail how "actors" (users, administrators, other systems etc) are expected to interact with the system. This will usually include use-case diagrams (e.g. in UML) with a description of the interactions in plain English and a number of example usage scenarios.
4. User interface design: drawings and diagrams of the intended appearance of the user interface together with a description of the effects of interactions with the user interface elements by the user (e.g. "Clicking on the 'OK' button with cause the file to be deleted" or "Clicking and dragging with the mouse on the main panel will cause it to scroll in the dragged direction").
5. Gantt chart: the Gantt chart describes the main tasks to be achieved, when each task will start and end, which individual or team will carry out each task and the dependencies between different tasks.
6. Risk analysis: highlight any parts of the plan which could prove problematic and how the impact of these problems will be mitigated. Problems can include slippage due to specific parts taking longer than expected to complete, illness of key group members, technical difficulties with systems or complex algorithms and usability issues related to the user interface e.g. "A confirmation dialog is essential in step 5 because file deletion is a non-reversible operation" or "when the user drags to a part of the map that has not yet been downloaded the area is displayed in grey and the activity indicator is switched on. This is essential to avoid confusion with blank areas of the map".

REFERENCES

[1] Software Engineering Group Projects: General Documentation Standards. C. J. Price, N. W. Hardy. SE.QA.03. 1.5 Release

DOCUMENT HISTORY

Version	*CCF No.*	*Date*	*Changes made to document*	*Changed by*
1.0	N/A	07/10/11	N/A - original version	BPT
1.1	N/A	13/10/11	Altered name to project plan and added Gantt chart requirement	BPT