

Project Management Plan

for

After Life (Management of the Dead and the Missing)

Version 1.0

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# Overview

The project that is described in this document is a web application designed with the specific goal to help the agencies under National Disaster Risk Reduction Management Council (NDRRMC) who are in charge of the management of the dead and the missing before, during and after a disaster in the Philippines. The application is made so that it would be easier for them to find and identify missing and dead people.

The application is targeted to be a web application since the app needs to be compatible with raspberry pi that will be connected to a LAN, but it can still be used through mobile phones. Furthermore, the end users will find this application to be more useful that what they do now, which is manual counting and identifying of dead people and missing people. They only need a browser on their smartphone and they could already access the application, using the features that the app will contain, they can easily take a picture and input information about the missing/dead people they can find and it will automatically be saved in the database. The application also allows the user to ask and receive help from people who are also using the application.

The aim of this project is first, to create features which will capture real customers' needs/wants as precisely as possible. Secondly, a prototype that will be developed that will showcase and demonstrate the key features of the application.

This document gives an arrangement for how the team means to accomplish the requirements. The first section provides an outline of the project, discusses its deliverables and gives meaning to acronyms/definitions that might be encountered in the rest of the document. The authoritative structure of the executing group is given in the second section while the third section indicates how the group performs and the venture will be overseen from start to finish. The processes used are described in the fourth section, while in the last two sections, the work elements, schedule, and budget for the project are detailed.

## Project Purpose, Objectives, and Success Criteria

The purpose of this project is to help the agencies under National Disaster Risk Reduction Management Council (NDRRMC), who are in charge of the management of the dead and the missing.

The objective is to provide an application that will help improve the said agencies in performing their operations when there are disasters present.

The final product that to be delivered will be a web-based application written in Java, JavaScript, and jQuery with a back end Cassandra database. The scope of the project will cover the following:

* Helping with the identification of dead/missing people.
* Help with the counting of total number of dead/missing people

## Project Deliverables

<List the major items to be delivered to the customers, subcontractors, integrators, or other parties. As appropriate, list the deliverables, their recipients, interim and final delivery dates, and delivery method. A table like the one below is a good way to show this information.>

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Deliverable | Recipients | Delivery Date | Delivery Method | Comments |
|  |  |  |  |  |
|  |  |  |  |  |

## Assumptions, Dependencies, and Constraints

AS-1: There is a need to use the app because a disaster has happened

AS-2: Users have smartphones that are able to access a web browser

AS-3: End users are capable of using the application and its features

DE-1: The application works on devices that can access the web browser and internet

DE-2: The application needs to mesh network to work in case there is no connection

CO-1: The application will not be able to send data without connection to the internet

CO-2: Limited memory of the server

CO-3: Different screen sizes of smartphones that may result to the form not fitting the screen.

## References

Legunsen, O., Lindee, C., Lloyd, K., Matcovschi, R., Morin, B., & Shaw, S. et al. (2010). *Software Project Management Plan Project Phase 2* (1st ed., pp. 4-5). Retrieved from <https://www.utdallas.edu/~chung/RE/Presentations10F/Team-hope/5%20-%20Project%20Plan.pdf>

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Schwalbe, K. (2011). Information Technology Project Management (6th ed.). CENCAGE Learning. Retrieved from http://moodle2.apc.edu.ph/pluginfile.php/96374/mod\_resource/content/1/PM%20E-%20Book%20%286%20Edition%29.pdf

## Definitions and Acronyms

**Cassandra**

**Elements**

**Features**

**jQuery**

**NDRRMC** National Disaster Risk Reduction Management Council

**Raspberry Pi**

**Prototype**

# Project Organization

The After Life project will be effectively implemented through the joint efforts of different organizations and responsible parties, who will cooperate as a unified team giving different levels of performance to guarantee a successful result for the project.

## External Interfaces

<Describe the organizational boundaries between the project and external entities. Define and describe communication with senior management, customers, subcontractors, purchasing, sales, marketing, legal, finance, procurement, installation and support organizations, standards or certification bodies, auditors, manufacturing, and the like.>

## Internal Structure

<Describe the internal structure of the project organization, including interfaces between the units of the software team. It might be helpful to include organization charts or matrix diagrams to illustrate lines of authority, responsibility, and communication. Identify representatives of key units, such as senior management, engineering support functions (configuration management, quality assurance, verification and validation), and process improvement.>

## Roles and Responsibilities

The responsibilities of the various positions are described below:

**Project Manager**

The project manager plays an essential part in the project, and in charge of its successful outcome. The manager's job is to guarantee that the project proceeds within the predefined time span and under the established plan while accomplishing its objectives. Project manager ensures that projects are given sufficient resources while managing the relationship with contributors and partners.

* Elaborates on initial requirement
  + Verifies that all requirements are met
  + Develop a project plan
  + Manage deliverables according to the plan
  + Recruit project staff
  + Lead and manage the project team
  + Determine the methodology used on the project
  + Establish a project schedule and determine each phase
  + Assign tasks to project team members
  + Provide regular updates to upper management
  + Leads the project’s development and testing

**Project Team Member**

Project team members are the individuals who actively work on one or more phases of the project. They may be in-house staff or external consultants, working on the project on a full-time or part-time basis. Team member roles can vary according to each project.

* Contributing to overall project objectives
* Completing individual deliverables
* Providing expertise
* Working with users to establish and meet business needs
* Documenting the process

**Customer/Client:**

* Defines the requirements