**Software Project Management Plan (SPMP)**

**Introduction**

Purpose

The purpose of ZionGallery website is to share the work of Tsion’s (my friend) paintings to the public. The public also able to ask questions, buy paintings, or offer paintings using this website. Tsion is a beginner artist who wants to share her Ethiopian cultural aspects and imaginations through paintings. I talked with her about creating a website for her works instead of sharing them only on social media, and she was very happy with that. The website should work on both desktop and mobile Users have the option to contact the artist, and customer reviews.

Overview

The objective of the website is to help both the users and Tsion. Since Tsion is a new artist who wants to introduce her culture for the rest of the world using paintings, it will help her. On the other hand, people will get a real paint drawing by a reasonable price online.

**How to make it possible?**

High quality photos of Tsion’s paintings will be posted on the website, and the user can create an account to view or buy from the website. New paintings will appear on the top so that regular customers can see it. If customers want a custom paint, there will be a contact link which will direct the customers to send email to Tsion. If a buyer decides to buy the painting, they can send their email with their offer price or the listed price, and they will be contacted by the artist.

Project Deliverables

Project Proposal – September 06/ 2020

Use Cases and Requirements – October 02/ 2020

Project Review - October 02/ 2020

Tool Selection Review - October 02/ 2020

SPMP - October 02/ 2020

Milestone Review – November 13/ 2020

Final Presentation - November 24/ 2020

Reference Materials

Majewski, Written by Maja. “Top 6 Software Development Methodologies - Blog: Planview.” *Planview Blog*, 28 Jan. 2020, blog.planview.com/top-6-software-development-methodologies/.

pp\_pankajCheck out this Author's contributed articles., et al. “Software Engineering: Verification and Validation.” *GeeksforGeeks*, 17 Apr. 2019, www.geeksforgeeks.org/software-engineering-verification-and-validation/.

**Project Organization**

**Process Model**

This project will be developed using the waterfall methodology. Each change will be tested carefully. The **organizational structure** is defined as below –

Client

Developer

Tsion Zerihun

Henok Assefa

**Project Responsibility details**

**Project lead:** Henok Assefa

produces and tests code and deliverables such that they meet the requirements as outlined by the customer. Also, responsible for drafting general timeline of project development such as deliverable due dates and expected times of completion.

**Client:** Tsion Zerihun (the website owner)

outlines the requirements and overall design path of the project as it progresses.

The website needs approval from **the professor**.

**Organizational interfaces –** The project lead may ask the client and the professor questions and specific requirements for the website.

**Risk Management**

Deadlines - Due dates are very important for both the developer and the client. The developer should follow the schedule properly and deliver the changes on time.

Github – The developer creates a repository to upload his changes so that loss of work won’t be issue. For a temporary backup, the developer will save his work somewhere in his hard drive.

**Technical Process**

**Tools and Techniques -** As it is discussed in the tool selection content, This project development primary tool will be WordPress.org, and hostgator for the host. Elementor plugin will be used since it is easy to use, and the developer is a beginner.

**Documentation** – software documentation is very important not only for future software developers or code reviewers but also for the developer himself. It will remind the developer crucial points throughout the code. Therefore, written comments will be a part of this project.

**Timeline

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