

Software Project Management Plan

Used Book System

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1. INTRODUCTION

1.1 PROJECT OVERVIEW

The Used Books System (UBS) will serve as a communication tool for students and clerks. The system is for selling used books at Yanbu University College (YUC) for cheaper prices. Students can search for books by course code, course title, and book title. They can then reserve books for a short period, pay for them, and then pick them up from the officer. The officer collects books from YUC students, checks and prices them based on the book's quality. The officer also updates information about the quantities available. He or she also uploads their information on to the website. The manager uses the website to view reports about prices and what books are available. The goal is to assist students to obtain required books for their courses at a low price and in an uncomplicated manner.

1.2 PROJECT DELIVERABLES

Deliverable	Delivery Date	Delivery Method	Recipients
Software Requirements Specifications (SRS)	Week 10	Documents	[redacted supervisor name]
Software Design Document (SDD)	Week 12	Documents	[redacted supervisor name]
Software Test Document (STD)	Week 14	Documents	[redacted supervisor name]
Final Project	Week 15	Final Documents + Source Code and program	[redacted supervisor name]

Table1: Project deliverable schedule

2. PROJECT ORGANIZATION

2.1 SOFTWARE PROCESS MODEL (Waterfall Model)

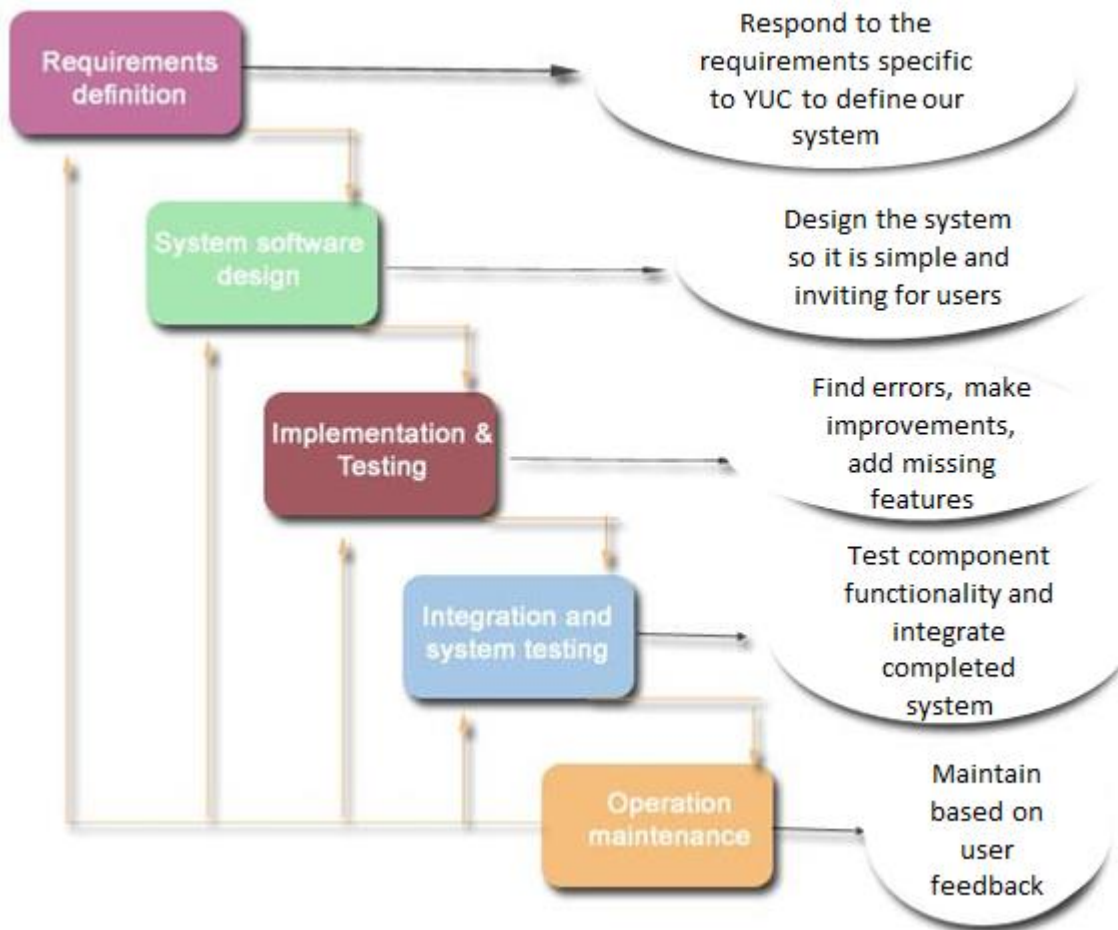


Figure1: Software Process Model

2.2 ROLES AND RESPONSIBILITIES

Roles	Responsibilities
Supervisor	The Supervisor is responsible for supervising development teams and controlling and monitoring project process.
Project Manager	The Project Manager is responsible for managing development teams, and for planning and scheduling the project.
Requirements Engineer	The Requirements Engineer is responsible for specifying and eliciting the requirements from customers.
Design Engineer	The Design Engineer is responsible for designing and implementing the system
Testing Engineer,	The Testing Engineer is responsible for checking the system to ensure the software meets its requirements.

Table 2: Roles and responsibilities table

2.2.1 Management Reporting

Role: Project Manager Name: [redacted] Telephone: [redacted] Email: [redacted] Internet: [redacted]	Role: Supervisor Name: [redacted] Telephone: [redacted] Email: [redacted] Internet: [redacted]
Role: Design Engineer Name: Marya Belanger Telephone: +966501940510 Email: marya.belanger@gmail.com Internet: WhatsApp and Email	Role: Design Engineer Name: [redacted] Telephone: [redacted] Email: [redacted] Internet: [redacted]
Role: Requirements Engineer Name: [redacted] Telephone: [redacted] Email: [redacted] Internet: [redacted]	Role: Testing Engineer Name: [redacted] Telephone: [redacted] Email: [redacted] Internet: [redacted]

Table 3: Management reporting and communication

2.3 TOOLS AND TECHNIQUES

The project will be implemented utilizing the Waterfall methodology, with tools such as Visio, Access, Microsoft Word, and WAMP server as the database management system. The programming languages that will be used are PHP, CSS, HTML, and SQL.

3. PROJECT MANAGEMENT PLAN

3.1 TASKS

Task Name	Duration	Responsibility
Concept of Operations	1 day	[redacted]
Project Management Plan	1 week	Marya
Software Requirements Specification	2 weeks	Marya
Use case diagram	1 day	[redacted]
Data Flow Diagram (High Level Design)	2 days	[redacted]
Entity Relation Diagram (High Level Design)	2 days	[redacted]
Detailed Design	4 days	[redacted]
Database Creation	5 days	Marya
Website Frontend	2 days	[redacted]
Testing	1 week	[redacted]
Test Results	3 days	[redacted]
Project Legacy	1 day	[redacted]

Table 4: Table of Work Packages, Time Estimates, and Assignments

3.2 RISK MANAGEMENT

Risk Management is an ongoing task because of influencing new conditions. The most common risks are related to people involved in development. First, team members may face the problem of miscommunication. To overcome this problem, meetings and availability through phone and online channels should be clearly stated and made known to all members of the team. Team members should not hesitate to ask and re-ask questions if things are unclear. The second problem is the absence of team members. To solve this problem, the team leader should be aware of circumstances in team members' lives and should be warned if anything occurs before a planned period of absence. By ensuring open communication, knowledge is shared between team members, and work can be taken over quickly by someone else if a person is absent.