
The Powdered Waffles

**cSpace
Project Plan**

Version 3.0

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Revision History

Date	Version	Description	Author
02/16/23	1.0	Preliminary Draft	Kathryn Compton, Elizabeth Rubio
02/17/23	1.1	Revision of Preliminary Draft - Basic revision for grammar and errors	Ila Wallace
03/31/23	2.0	Secondary Draft - Updated according to initial suggestions by professor	Kathryn Compton, Elizabeth Rubio, Ila Wallace
04/25/23	2.1	Revision of Secondary Draft -Updated text to be justified -Updated References list	Kathryn Compton, Elizabeth Rubio
04/25/23	3.0	Final Draft - Final Revisions	Ila Wallace

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Project Plan

1. Introduction

This document illustrates the project plan for the development and deployment of the dating application cSpace by The Powdered Waffles team.

1.1 Purpose of the Document

The purpose of this document is to lay out the project plan for the development and deployment of the cSpace dating application. The document will focus on detailing the project goals, assigning project team roles, and outlining the schedule for completing project milestones and deliverables. Additionally, this document identifies potential risks associated with the project as well as the project's stakeholders and stakes.

1.2 Scope of the Document

The scope of the document will detail the project's business, product, and quality goals. The document will define the stakeholders and stakes, budget, milestone schedule, and team communication plans. This plan will also state team member roles, the project's work breakdown structure, and deliverables as well as risks the project will face.

1.3 References

Below is a list of other documents that are related to the project:

- Project Proposal Document – Version 1.0 – Last Updated 01/03/2023
- Project Vision Document – Version 3.0 – Last Updated 04/25/2023
- Software Requirements Specifications – Version 3.0 – Last Updated 04/25/2023
- Software Design Document – Version 3.0 – Last Updated 04/25/2023
- Software Test Document – Version 3.0 – Last Updated 04/25/2023
- Software Source Code – Version 3.0 – Last Updated 04/25/2023

1.4 Definitions, Acronyms, and Abbreviations

See Appendix A.

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2. Project Goals

This section outlines the types of project goals regarding the business generated by cSpace as a dating application, the product itself, and its quality goals.

2.1 Business Goals

cSpace plans to partner with various external companies which will fund the application in terms of creation and maintenance. In turn, the companies we advertise on cSpace's digital real estate will see an expected influx of revenue and will continue to partner with cSpace.

2.2 Product Goals

cSpace aims to become the leading dating application for college students by providing a safe and welcoming environment that gives the user control over browsing and selections. It will also offer an array of features including a filtered search system, and a secure account system. A user chat system will also allow for safe communication, one of the important foundations for starting a lasting human connection.

2.3 Quality Goals

cSpace's quality goals include increased overall user satisfaction compared to competitors. This will be achieved by providing a high-quality and smooth feeling user interface as well as the unique component of the self-paced searching for matches and security features.

3. Project Stakeholders and Stakes

This section outlines the types of stakeholders and stakes regarding the cSpace dating application as well as user needs.

3.1 Summary of Key Stakeholder or User Needs

Traditional dating apps lack the quality of user-controlled pacing. This is because they are not browsing-based, and instead present the user their options in a restrictive manner. This problem will be solved with cSpace by providing a user-paced, browsing-based dating experience. College students especially will appreciate user-paced browsing because they are often busy and would favor more time for consideration of potential matches.

Another issue with traditional dating apps today is that they offer loosened restrictions by having users pay for a "premium" version of their service. cSpace solves this issue by offering an unrestricted experience for free, by only generating revenue from ads and never charging the user for upgraded service. College students will be drawn to this solution as well since they are often on a tight budget.

Finally, the other issue cSpace will solve is the lack of existing, quality-oriented dating apps designed for college students. cSpace will solve this by offering browsing and chatting features for free and will present users with a safe and aesthetically pleasing experience. College students will appreciate the no-cost, safe, and visually pleasing aspects of the product, as they are known to be on a budget and value the qualities of safety and design.

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4. Project Budget

The budget available for this project is 360-man hours. There is no monetary budget for this project, as all resources are freely available.

5. Project Milestones and Schedule

Project Start Date: 02/01/23

Project End Date: 04/26/23

Project Milestone	Date	Deliverable
Problem Analysis, Vision Creation, Project Planning	02/10/23 (v1), 03/24/23 (v2)	Product Vision Document
	02/17/23 (v1), 03/31/23 (v2)	Project Plan
Requirements Analysis	02/24/23 (v1), 03/31/23 (v2)	Software Requirements Specification (SRS)
Product Design	03/03/23 (v1), 04/07/23 (v2)	Software Design Document (SDD)
Product Implementation	03/10/23 (v1), 04/14/23 (v2)	Software Code
Product Test	03/10/23 (v1), 04/14/23 (v2)	Software Test Document (STD)
Final Product Deliverable	04/25/23	All Documentation and Code
Product Launch	04/26/23	Project Presentation

6. Project Communications

Most communications will be transmitted via a group chat on Discord. Face-to-face meetings will be done as necessary, whether between a few members, or all, depending on the situation.

7. Project Members and Roles

Project Role	Name	Responsibilities
Project Manager	Ila Wallace	Oversees progress of project deliverables. Keeps project on track to adhere to desired timeline.
Lead Software Developer	Jacob Jones	Oversees progress of software development. Ensures developers are following development plans.
Lead Project Designer	Jacob Jones	Leads design planning. Ensures design plans are followed throughout project as software is developed.

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Quality Assurance Manager	Alex Thompson	Does check-ins at several stages to ensure project features remain at proper quality.
Project Documenter	Kathryn Compton, Elizabeth Rubio, Alex Thompson	Creates the project documents that detail information of various processes and procedures throughout the project timeline.
Document Editor	Ila Wallace	Edits documents. Ensures approvals have been signed. Responsible for making sure individual documents do not contain conflicting information in relation to other deliverables.
Project Designer	Kathryn Compton, Orlando Gomez, Elizabeth Rubio	Contributes to planning application's aesthetic presentation.
Software Developer	Orlando Gomez, Ila Wallace	Develops software code according to planned software features and design.
Software Tester	Kathryn Compton, Elizabeth Rubio	Evaluates usability, design, and overall user experience with application interface and features.

8. Project Work Breakdown Structure (WBS)

Work Package Number	Work Package Name	Responsible Team Member	Definition
WP-1	Project Proposal	Kathryn Compton, Elizabeth Rubio, Alex Thompson, Ila Wallace	Introduction to basic project concept and features.
WP-2	Project Vision Document (First Iteration)	Kathryn Compton, Elizabeth Rubio, Alex Thompson, Ila Wallace	Outlines more details of the project, including problem it solves, stakes, and more detailed list of main features.
WP-3	Project Plan (First Iteration)	Kathryn Compton, Elizabeth Rubio, Alex Thompson, Ila Wallace	Defines plan for project development, including schedule, goals, and responsibilities.
WP-4	Software Requirements Document (First Iteration)	Kathryn Compton, Elizabeth Rubio, Alex Thompson, Ila Wallace	Details the requirements, users, and use cases of the product.
WP-5	Software Design Document (First Iteration)	Kathryn Compton, Elizabeth Rubio, Alex Thompson, Ila Wallace	Outlines the design plans and constraints for the product's software organization and user interface.
WP-6	Software Test Document (First Iteration)	Kathryn Compton, Elizabeth Rubio, Alex Thompson, Ila Wallace	Defines software testing plans, cases, and results.

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WP-7	Main Page Software Code	Orlando Gomez, Jacob Jones, Alex Thompson, Ila Wallace	Code for functionality and display of main page for the cSpace application.
WP-8	Chat Selection Page Software Code	Orlando Gomez, Jacob Jones, Alex Thompson, Ila Wallace	Code for functionality and display page that will show list of people to chat with in the cSpace application.
WP-9	Chat Page Software Code	Orlando Gomez, Jacob Jones, Alex Thompson, Ila Wallace	Code for functionality and display of chatting page for the cSpace application.
WP-10	Profile Page Software Code	Orlando Gomez, Jacob Jones, Alex Thompson, Ila Wallace	Code for functionality and display of page to display a user's profile in the cSpace application.
WP-11	Profile Edit Page Software Code	Orlando Gomez, Jacob Jones, Alex Thompson, Ila Wallace	Code for functionality and display of page where users will edit their profiles in the cSpace application.
WP-12	Settings Page Software Code	Orlando Gomez, Jacob Jones, Alex Thompson, Ila Wallace	Code for functionality and display of the settings page for the cSpace application.
WP-13	iOS Support Software Code	Orlando Gomez, Jacob Jones, Alex Thompson, Ila Wallace	Code for functionality and display of the cSpace application for iOS devices.
WP-14	Android Support Software Code	Orlando Gomez, Jacob Jones, Alex Thompson, Ila Wallace	Code for functionality and display of the cSpace application for Android devices.
WP-15	Database Code	Orlando Gomez, Jacob Jones, Alex Thompson, Ila Wallace	Code for storage and retrieval of user information for profile and login purposes.
WP-16	Network Code	Orlando Gomez, Jacob Jones, Alex Thompson, Ila Wallace	Code for network interactivity to allow users to connect through the cSpace application.
WP-17	Complete Project Code (First Iteration)	Orlando Gomez, Jacob Jones, Alex Thompson, Ila Wallace	Complete code for full functionality and display of all pages and functions of the cSpace application.
WP-18	Project Vision Document (Second Iteration)	Kathryn Compton, Elizabeth Rubio, Alex Thompson, Ila Wallace	Outlines more details of the project, including problem it solves, stakes, and more detailed list of main features.
WP-19	Project Plan (Second Iteration)	Kathryn Compton, Elizabeth Rubio, Alex Thompson, Ila Wallace	Defines plan for project development, including schedule, goals, and responsibilities.
WP-20	Software Requirements Document (Second Iteration)	Kathryn Compton, Elizabeth Rubio, Alex Thompson, Ila Wallace	Details the requirements, users, and use cases of the product.
WP-21	Software Design Document (Second	Kathryn Compton, Elizabeth Rubio, Alex	Outlines the design plans and constraints for the product's software organization and

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	Iteration)	Thompson, Ila Wallace	user interface.
WP-22	Software Test Document (Second Iteration)	Kathryn Compton, Elizabeth Rubio, Alex Thompson, Ila Wallace	Defines software testing plans, cases, and results.
WP-23	Complete Project Code (Second Iteration)	Kathryn Compton, Elizabeth Rubio, Alex Thompson, Ila Wallace	Complete code for full functionality and display of all pages and functions of the cSpace application.
WP-24	Project Presentation	All Members	Outlines the process of planning and creating the application, demonstrates the product's functionality and design, and details lessons learned throughout the process.

9. Project Deliverables

Deliverable Number	Deliverable Name
D-1	Project Proposal
D-2	Project Vision Document (First Iteration)
D-3	Project Plan (First Iteration)
D-4	Software Requirements Document (First Iteration)
D-5	Software Design Document (First Iteration)
D-6	Software Test Document (First Iteration)
D-7	Project Code (First Iteration)
D-8	Project Vision Document (Second Iteration)
D-9	Project Plan (Second Iteration)
D-10	Software Requirements Document (Second Iteration)
D-11	Software Design Document (Second Iteration)
D-12	Software Test Document (Second Iteration)
D-13	Project Code (Second Iteration)
D-14	Project Presentation

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10. Project Risks

Risk Number	Risk	Risk Reduction Approach
R-1	Scope Creep	<p>Scope creep caused by adding additional features and structure past the current planned for the app would result in running out of time to produce a working application.</p> <p>Because of this, our approach is to stick to our current planned features and structure to stay within the time and cost restraints.</p>
R-2	Lapse in Team Communication	<p>Team miscommunication caused by not communicating what everyone is doing would result in conflicting features in the application and errors that would require extra time to identify and fix the issues.</p> <p>To avoid this outcome, our approach is to communicate regularly via Discord and hold necessary meetings to avoid confusion or miscommunications at any stage in the project.</p>
R-3	Incomplete Deliverables	<p>Incomplete or conflicting deliverables caused by not adhering to the project schedule with team member not completing their tasks and roles in a timely manner would result in failing to provide quality deliverables.</p> <p>Due to the importance of the quality of deliverables to the project, our approach is to vigilantly stay on task, follow the deliverable schedule, and communicate any conflict or issues that arise within the team.</p>
R-4	Software Testing Complications	<p>Software testing complications caused by the implementation and design phases of the project would result in requiring additional time to correct issues within the software.</p> <p>In the case of unplanned work or an unforeseen problem with the software, our approach is to adjust the schedule and redistribute tasks to ensure everything is delivered as per the agreed schedule.</p>

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11. Appendix A – Definitions, Acronyms, and Abbreviations

Term	Abbreviation / Acronym	Definition
Dating Applications	Dating App(s)	A software application used for mobile devices such as phones, tablets, and other handheld personal devices. The primary focus of the software is providing the user a way to interact with other individuals interested in dating and/or relationships.
College Students	Students	Individuals who are currently enrolled in a 2-year or 4-year institution that is designated as a college or university.
Targeted Advertisements	Targeted Ads	Advertisements supplied by outside companies who wish to utilize the digital real estate of cSpace to gain exposure to potential customers of specific brands, goods, and services.