Software Project Management Plan

The Linux School Website

VERSION 1.0

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TABLE OF CONTENTS

INTRODUCTION

PROJECT OVERVIEW

The project involves the creation of a functional website for a Linux training school. The website would not only serve as online presence and marketing but consist of a registration and payment platform for users interested in enrolling in the school. The website would have a blog to inform users, alumni and professionals share their ideas and answer any questions they might have. The website would also have a newsfeed that would inform users daily on latest and groundbreaking trends in IT and Linux in particular.

The website would provide users with prospective careers in Linux, industries they can work in and average salaries they could earn.

PROJECT DELIVERABLES

WEEK	DESCRIPTION	DATE
1	Design Review Meeting	TBA
2	Weekly Check-ins	10/13/2020
3	Weekly Check-ins	10/20/2020
4	Weekly Check-ins	10/27/2020
5	Weekly Check-ins	11/03/2020
6	Weekly Check-ins	11/10/2020
7	Working Prototype	11/17/2020
8	Presentation	12/08/2020

EVOLUTION OF THE SPMP

As I work on the project, new information and details may be discovered that requires changing the structure or timelines established in this document.

To ensure these changes can be quickly and easily made and communicated, changes would be discussed in future versions of this document to keep the client informed and provide them a chance to process, discuss and decide whether they approve of them or not.

If significant changes need to be made to this document, plan and any other document, that might alter the project schedule, they new version will state them as well.

The details would help in change management and control.

REFERENCE MATERIALS

This section lists all documents referenced and used to develop this project and its ideas are listed here.
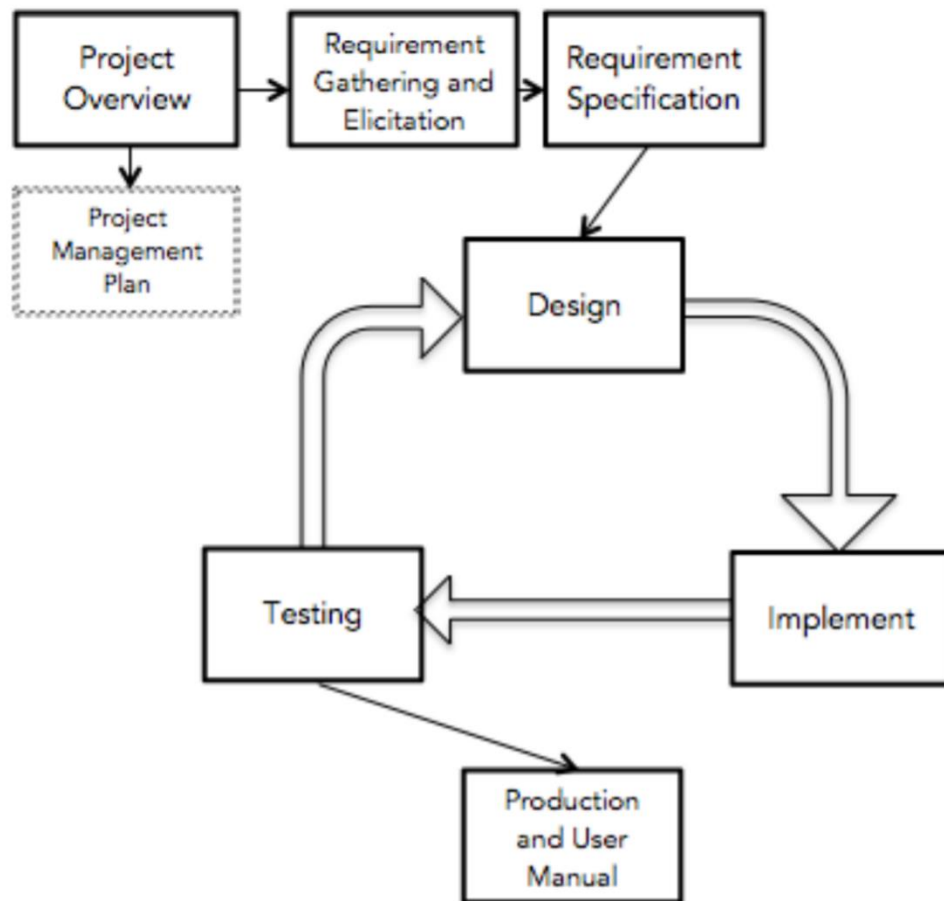
- "CMMI for Development, Version 1.3". *CMMI-DEV (Version 1.3, November 2010)*. Carnegie Mellon University Software Engineering Institute. 2010.
- IEEE Standard for Software Project Management Plans," in *IEEE Std 1058-1998*, vol., no., pp.1-28, 22 Dec. 1998, doi: 10.1109/IEEESTD.1998.88822.
- IEEE Guide for Software Quality Assurance Planning," in *IEEE Std 730.1-1995* , vol., no., pp.1-20, 10 April 1996, doi: 10.1109/IEEESTD.1996.80817.
- "Standard CMMI Appraisal Method for Process Improvement (SCAMPI) A Version 1.2: Method Definition Document" (doc). Carnegie Mellon University Software Engineering Institute. 2006.

PROJECT ORGANIZATION

This section explains the process model, organizational structure, interface and project responsibilities.
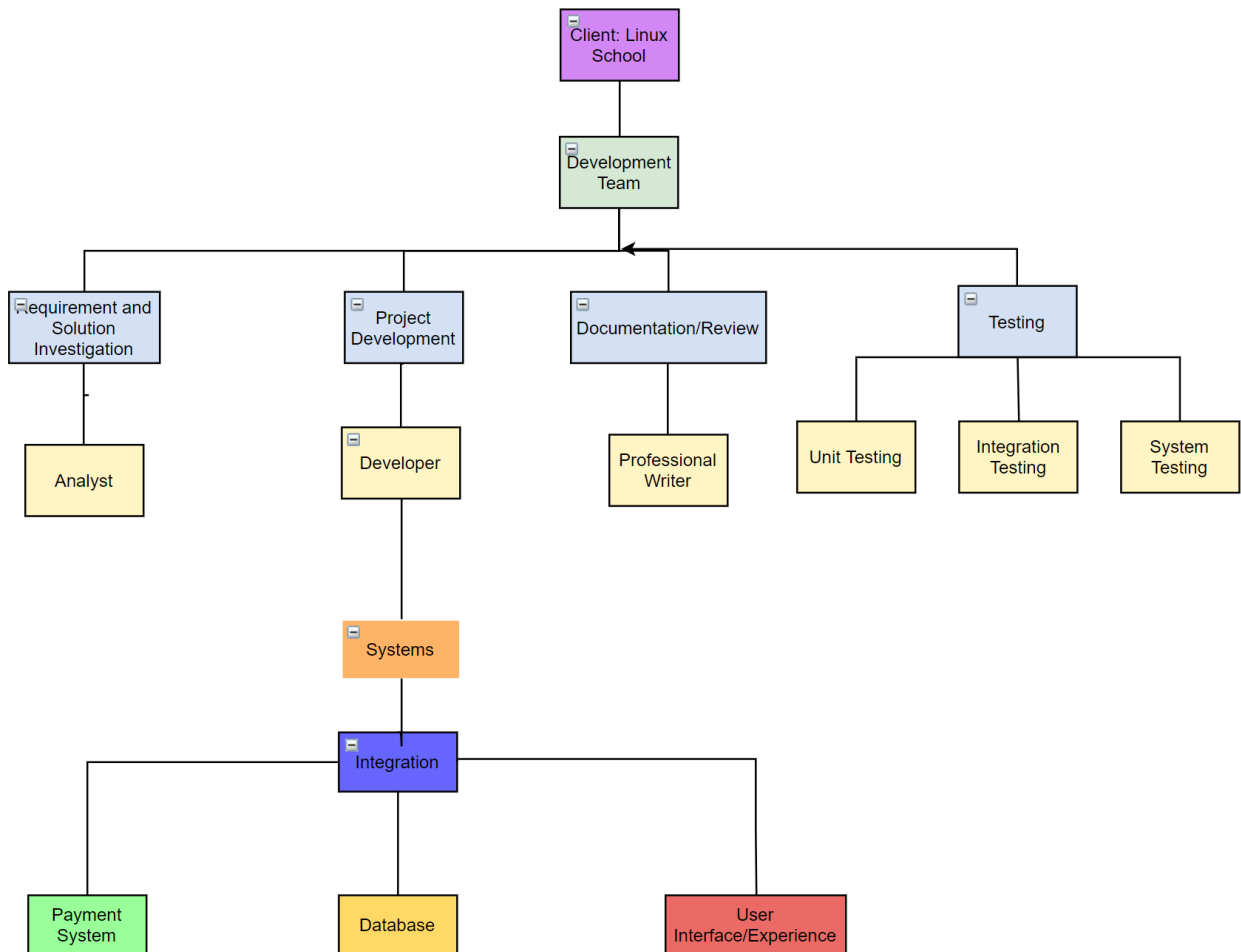
PROCESS MODEL

The project involves the discovery and statement of requirements. After the requirements have been well defined, the project enters an iterative cycle during design and implementation. This model is adopted to ensure all processes and functionality is efficiently and correctly implemented and thoroughly tested as we constantly receive feedback from the client. Also, this model enables flexibility.

ORGANIZATIONAL STRUCTURE

The development of the project will follow the hierarchical structure outlined by the chart below.

ORGANIZATIONAL INTERFACES

The website will consist of various aspects integrated into a content management system (CMS). WordPress would be used as the website's CMS. It will integrate the user interface, blog, user registration and payment system to users. The website would be hosted by a third-party hosting platform to allow users access it through the internet.

PROJECT RESPONSIBILITIES

The project will be led and managed by a one-man team receiving advising and consultation from Rebecca Broadwater and the client.

The team would be responsible for:

- Software Quality Assurance
- Efficient user interaction and user experience
- Backend Development
- Systems integration

- Software Testing and Management

MANAGERIAL PROCESS

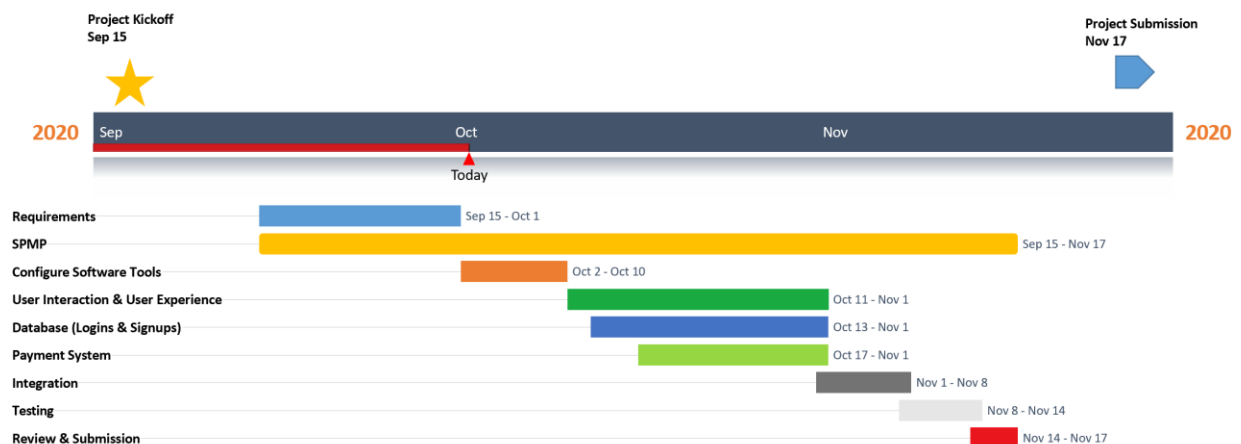The section specifies the management process of this project.

OBJECTIVES

The vision of this project has been well laid in the project overview. The key to the success of this vision is making the consulting and implementation of the website as clear and precise as possible to the client, prospective users of the website an reduce as much as possible to use of technical jargons and ambiguity.

Also, the schedule would be respected and closely followed without the cutting of corners and more time requested from the client if the time initially given is short to ensure a functional and optimum website is created.

PRIORITIES

User interaction and core functionality will be of most priority. User registration and logins will be the next priority. After this, the website will then be thoroughly tested before the integration of the payment system.

SCHEDULE

PROJECT ANTICIPATIONS

ASSUMPTIONS

- Timely deliverables
- No significant changes from feedback of client
- Dependable hosting platform
- Smooth integration between the CMS and custom web features

DEPENDENCIES

- MYSQL Database
- Payment System
- Customizable template from WordPress
- SSL encryption for all webpages

CONSTRAINTS

- Very limited time for project submission.
- Virtual collaboration between client, testers and developer
- Communication between developer and non-IT client

MONITORING AND CONTROLLING MECHANISM

GitHub would be used to help with the monitoring of change control and monitoring of software and features added to the system.

TECHNICAL PROCESS

METHODOLOGY

TOOLS

- Wordpress.org
- Apple Pay online payment system
- GitHub
- MySQL Workbench

DOCUMENTATION PLAN

All modifications to our project will be reflected in the SPMP and other relevant documents will be made available and accessible in the GitHub repository.