**Software Project Management Plan**

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   2. **Project Overview**

This project’s aim is to create a basic business website that includes information about the artist, a waitlist queue for upcoming art commissions, and a shop that showcases the artist’s prints for sale. The homepage will display an embedded media where the artist streams her art process as well as her streaming schedule. The waitlist page will allow users to submit a commission request with a specific format. It will also display other users who have submitted a request that has been approved along with their position. As for the shop, users don’t need an account to shop, but a cart system will be implemented for any items to be bought. Users will be asked to fill their billing address, shipping address, shipping options, payment information, or just use their PayPal. A receipt is generated after a successful transaction that can be printed, then an e-mail will be sent to verify the order details.

* 1. **Project Deliverables**

1. Project Planning
2. Requirements Specification
3. Tool Selection
4. Analysis
5. Testing
6. Final Deliverable
   1. **Evolution of the SPMP**

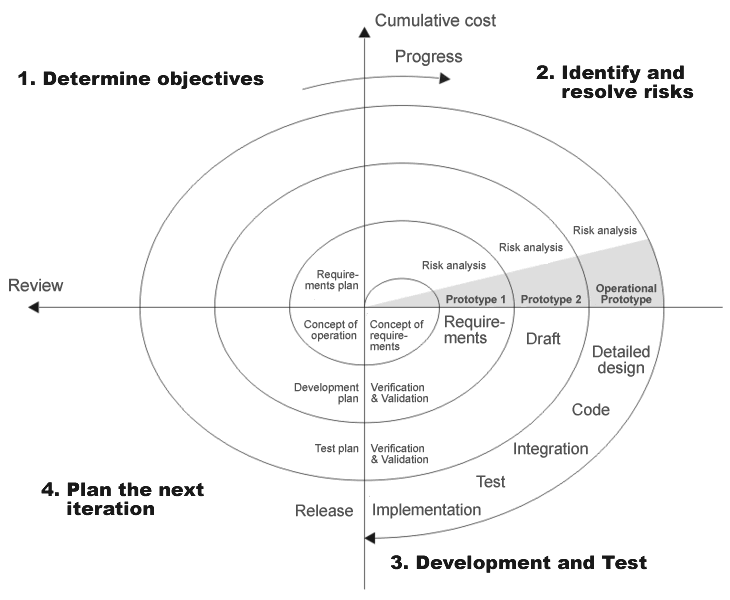
This initial draft of the Software Project Management Plan will be updated as the project progresses. After each subsequent feature added extensive testing will take place before moving onto the next target feature. Some features might be added or removed after the publication of this draft, depending on the complexity of said feature.

* 1. **Reference Materials**

This Software Project Management Plan references the following existing projects.

* [Online Shop](https://39daph.bigcartel.com/)
* [Art Showcase](https://39daph.weebly.com/twitch-emotes.html)
* [Waitlist](https://trello.com/b/lIL4mM0s/emotes)
* [Embedded Media in Home](https://rivals.twitch.tv/)
  1. **Process Model**

The process model used for this project will be a spiral model which allows us to iteratively work on each feature piece-by-by but also leaves room for backtracking. On each feature we identify and resolve risk and do extensive test before moving onto the next one.



* 1. **Management Objectives and Priorities**

The management objective is to deliver a product that is readily usable out-of-the-box to the client manager. We strive to make the website easy to manage with an intuitive UI to enable people who are non-computer literate to modify the site to their liking. We are constantly making preemptive measures to ensure that the end product is of high quality.

* 1. **Assumptions, dependencies, and constraint**
* Project Deadline by the 1st week of December.
  1. **Risk Management**
* Financial risk
* Technical risk
* Process risk
* Handover risk
  1. **Monitoring and Controlling Mechanisms**
* Version Control
* Weekly deliberation
* Closed-beta feedback
  1. **Methods, Tools, and Techniques**

The project will built using the following tools and languages: Microsoft Visual Studio Code, Python, HTML, CSS, JavaScript, DART.

* 1. **Software Documentation**

Documentation such as project charter, Business Requirement Document, Functional Specification document, Cost Benefit Analysis, Technical Specification document, detail design document, Test Plan, Implementation Plan, and Benefit Realization document.

* 1. **Project Support Functions**

The project will be closely monitored after the handover has been made to ensure the integrity of the project. Tweaks and modifications can be added to the project after the handover is made if the client is not fully satisfied.

* 1. **Work Breakdown Structure**

