Project Plan

for

Automated Attendance System

Development:

Valdosta State University Department of Computer Science

CS-4900 Senior Seminar Spring 2020

**Team Square**

Team Members

Steven Eiduk – Product Owner

Tamikal Johnson – Scrum Master

Cody Phillips – Team Member

Jason Dania - Team Member

Rene Zambrana – Team Member

Charles Samuel – Team Member

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# Overview

This project is to design and implement an automated attendance system used in a professional and/or learning environment. The system is to alleviate the process of taking attendance from the professor/instructor by having the students themselves account for their attendance during the instructional period duration.

The length of this project will not exceed fourteen weeks and having an estimated completion time not to exceed May 2020.

No development and design costs are to be expected with this project.

# Goals and Scope

## Project Goals

Using an object orientated programming language design, develop, and implement an application which uses a graphical user interface frontend and database storage for data persistence.

| **Project Goal** | **Priority** | **Comment/Description/Reference** |
| --- | --- | --- |
| GUI | 3 | Design and Implement GUI based frontend |
| Database | 2 | Design and Implement Database for data persistence |
| Application | 1 | Design and Implement application |

## Project Scope

The project will focus and deliver three distinct items coupled together into a single application. This project will utilize existing technology for completion. The Automated Attendance System will utilize a series of color-coding indications showing the attendance of the student and provide a generated report for the professor/instructor identifying which students were on-time, tardy, or absent for the class session. The student will use a six-digit identification number to access the system which will indicate the presence for the course.

# Organization

## Project Team

| **Name** | **Role** |
| --- | --- |
| Steven Eiduk | Product Owner |
| Tamikal Johnson | Scrum Master |
| Cody Phillips | Team Member |
| Jason Dania | Team Member |
| Rene Zambrana | Team Member |
| Charles Samuel | Team Member |

# Schedule

## Schedule and Milestones

| **Milestones** | | **Description** | **Planned Date** |
| --- | --- | --- | --- |
| M0 |  | Start Project | <2020-01-15> |
|  |  | Project goals and scope defined | <2020-01-21> |
| M1 |  | Start Planning | <2020-01-24> |
| M2 |  | Start Execution | <2020-02-10> |
| M3 |  | Confirm Execution | <2020-02-17> |
| M4 |  | Start Introduction | <2020-02-19> |
| M5 |  | Release Product | <2020-06-01> |
| M6 |  | Close Project | <2020-05-04> |

## Development Process

The project will be using the agile software development process utilizing the scrum framework. A series of sprints will be used to track, document, and complete this project.

The agile process is used due to constant involvement with the customer which will provide constant feedback during the development process.

# Communication and Reporting

|  |  |  |  |
| --- | --- | --- | --- |
| **Type of Communication** | **Frequency** | **Information** | **Participants** |
| Planning | Per Sprint | Project design | Project Team and Customer |
| Scrum | Daily | Project updates | Project Team |
| Review | Per Sprint | Project review | Project Team and Customer |
| Retrospective | Per Sprint | Project review | Project Team |

# Revision

|  |  |  |  |
| --- | --- | --- | --- |
| Rev. ind. | Page (P)  Chapt. (C) | Description | Date  Dept./Init. |
| - | --- | original version |  |
|  |  |  |  |
|  |  |  |  |