**Software Project Management Plan Group 3**

**Health Jeopardy Web Application Game**

**Group 3 COSC 412**

**10/13/2020**

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4. **Introduction**
   1. **Project Overview**

The goal of this project is to create a jeopardy style web application game that helps educate people about the benefits of health and exercise by having quiz style questions to test people’s knowledge about different health related questions. Some of these categories include things like nutrition, fitness, and other basic health subjects. The goal of this application is to help increase general awareness of physical health.

* 1. **Project Deliverables**
     1. Requirements: October 13th
     2. SPMP: October 13th
     3. Use Cases: October 13th
  2. **Evolution of the SPMP**

This document is under version control by all members of the group and is shared among all members via Google Docs.

* 1. **Definitions and Acronyms**

SPMP - Software Project Management Plan

GUI - Graphical User Interface

OOD - Object Oriented Design

MPF - Multiplayer Functionality

UI - User Interface

DOM - Document Object Model

SIT - Systems Integration Testing

1. **Project Organization**

2.1. **Process Model**

Iterative process modeling will be used so that we can focus on a set of features that we want while building around a framework and toolset that we can use to implement some of our ideas from initial planning. As we expand on different things to add during the project, we can always go back into a planning phase to find new ideas to implement into our game.

2.2. **Organizational Structure**

Team Members:

* Camila
* Deja
* Ka
* Jeremy
* Luke
* Kobby

|  |  |  |
| --- | --- | --- |
| Days allocated | Leader | Deliverable Description |
|  | Deja H | Requirements |
|  | Jeremy H | Use Cases |
|  | Luke M | SPMP |

2.3. **Project Responsibilities**

All members of the group will need to help in all phases, from planning all the way through to deployment of the final product.

1. **Technical process**

3.1. **Methods, tools, techniques**

We will be using a few different languages to fundamentally build the core features of the game which will include a small list of Javascript, HTML, and CSS for designing the core functionality within the game as it will be based on DOM manipulation. We will also need to use some form of web hosting service so that we have a platform for the game as well as a sign on or user registration system to keep track of user data.

3.2 **Software documentation**

We will document the original jeopardy game and any changes made.

Any function or new supported implementations are expected to be fully documented before developing the feature with the naming convention of functions as well as fully documenting what the functions purpose is within the project scope.

3.3 **Project Support Functions**

Support functionality for this project will consist of ensuring that the project is iterated upon multiple times so that the function of the project is preserved throughout the development process. We would also like to ensure that this project is supported in the long term during the development process by implementing a configuration management plan to create a streamlined process that we can use to ensure project success.

3.4 **Work Elements, Schedule, Budget**

This project currently does not have a predetermined budget due to lack of cash flow within the company so we will be building this application for a small fee of $Free.99. Each week, the group members will meet up to discuss any updates to the software.

3.5 **Schedule**

First set of deliverables (SPMP Draft 1, Use Cases, Requirements)

Due 10/20

First Presentation of Management Planning and Design

Due 10/27

Deployment Plan

Due 10/27