

Project Management Plan

Team JobConnector

Maria Afara (8976)
Mohammad Gharieb (10268)

Table of Contents

1. Introduction	3
1.1 Project overview.....	3
1.2 Scope.....	3
1.3 Project Deliverables	4
1.4 Evolution of this document	4
1.5 Definitions, acronyms, and abbreviations.....	5
2. Project organization.....	6
2.1 Process model	6
2.2 Organizational structure.....	6
2.3 Organizational boundaries and interfaces	6
2.4 Project responsibilities	7
3 Managerial process.....	7
3.1 Management objectives and priorities	7
3.2 Assumptions, dependencies, and constraints	7
3.3 Risk management.....	7
4 Technical process	9
4.1 Methods, tools and techniques.....	9
4.2 Software documentation	9
4.3 Project support functions	9
5 Work elements, schedule, and budget	9
5.2 Project Budget Estimate.....	10
5.3 Cost Evaluation	11
5.4 Work Breakdown structure	11
5.5 Gantt chart.....	13

1. INTRODUCTION

1.1 PROJECT OVERVIEW

The project described within this document is an Android Application designed with the specific goal of helping job seekers connect with available jobs. The application is designed to not to be stuck to your laptop or use your work computer to job hunt.

The application is targeted at the smart phone market because of the ubiquity that devices have achieved in recent times. More so, the prospective end users will find this application more useful than going plenty of jobs interviews for them to be accepted or not and waste a lot of time, because it allows mobile users to both access thousands of up-to-date job listings while getting first-hand knowledge of companies .

The aim of this project is twofold. JobConnector purpose-build recruitment apps speed up the process to make everyone's life a lot easier. The recruitment app for Android provide all the critical information at your fingertips on your phone no matter where you are in the world.

The recruitment app takes away the need for pens, resumes, note-taking and all the old methods of recruiting and gives you the new way any time of the day that you want it.

This document gives a preliminary plan for how we aim to achieve the above stated aims. The first section gives an overview, describes project deliverables and itemizes the evolution of this document. Lastly the first section gives the meaning of acronyms that may be encountered in the rest of document and lists references from which guidelines have been drawn. In the second section, the organizational structure of the executing team is given and the third section shows how the team as well as the project will be managed from inception to completion. Technical Processes used are described in Section 4 while the fifth and final section details the work elements, schedule and budget for the project.

1.2 SCOPE

The scope of the jobConnector includes:

The jobConnector application that is to be developed provides the members with jobs information, employee's information, online applying for jobs and many other facilities. The basic scope of the project is given as under.

Job Seekers Area (Employees) and Recruiters Area (Companies)

❖ Designing Part:-

- Login for Employees.
- Login for Companies.

❖ Application Front end:-

- Login and sign up.
- Advanced search.
- User can upload their resume.
- User can fill up their information.
- Search jobs without registration.
- User can apply to a particular post.
- User can contact companies.
- Companies can contact employees.
- Companies can request employees.

- Post Jobs.
- Search Jobs using Location/Name/Company/Experience/Gender...
- Get notifications.

1.3 PROJECT DELIVERABLES

Phase	Deliverables	Due Date
Initial Structuring	<ul style="list-style-type: none"> ● Preliminary Project Management Plan 	4 - 01 - 2018
Phase Interim	<ul style="list-style-type: none"> ● Revised Software Project Management Plan <ul style="list-style-type: none"> ○ Meeting Minutes ● Interim System Requirements Specifications (Iteration 1) ● Interim Software Requirements Specifications (Iteration 1) ● Slide-show depicting: <ul style="list-style-type: none"> ○ Understood customer requirements ○ Progress on deliverables ○ The product's features ● Hard copy of preliminary project plan (this document) 	05 - 04 - 2018
Phase Final	<ul style="list-style-type: none"> ● Revised Software Project Management Plan <ul style="list-style-type: none"> ○ Meeting Minutes ● System Requirements Specification (Iteration 1) ● Software Requirements Specification (Iteration 1) ● Prototype (Iteration 1) 	28 - 05 - 2018
	<ul style="list-style-type: none"> ● Prototype (Iteration 2) ● Slide-show depicting the planned product's features 	08 - 6 - 2018

1.4 EVOLUTION OF THIS DOCUMENT

This project management plan is a living document and as such will be subject to change as the term of the project moves forward.

1.5 DEFINITIONS, ACRONYMS, AND ABBREVIATIONS

Android: The operating system running on any smart phone that meets the required specifications.

HOPE: Making submitting to jobs easy and seamless

OS: Android Operating System of min version 7.0 (Nougat)

2. PROJECT ORGANIZATION

2.1 PROCESS MODEL

We will be using the waterfall model for planning our product. It consists with intuitive set of phases. It has 5 phases:

1. Requirements
2. Design
3. Implementation
4. Verification
5. Maintenance

The different phases starting from feasibility study to integration and testing phase & delivery is known as developmental pan. At the end of developmental part, product is to be delivered to customer and maintenance commences after that. An activity that's spans all phases of any software development is project management. Even though conveniently omitted in the life cycle diagram, project management nevertheless is an important activity in the life cycle and deals with the managing the effort at all stages of product development and maintenance.

2.2 ORGANIZATIONAL STRUCTURE

The project leads are as follows:

Section	Leaders	Due Date
Section (Whole Project)	Dr. Bilal Kansa	2018-04-4

Phase	Product Manager	Project Manager	Developer / Quality Assurance
Interim and Final	Maria Afara / Mohammad Gharieb	Bilal Kansa	Maria Afara / Mohammad Gharieb

2.3 ORGANIZATIONAL BOUNDARIES AND INTERFACES

While certain persons will be delegated specific tasks, all of the members shall function as both developers and testers throughout the development of the product.

2.4 PROJECT RESPONSIBILITIES

The responsibilities of the various positions are described below:

- Product Manager:
 - Communicates with the customer (Dr. Bilal Kanso)
 - Drafts initial requirements
 - Verifies that all customer's requirements are met
 - Researches existing/competing products
- Project Manager:
 - Leads the project's development and testing
 - Elaborates on initial requirement (in meeting with developers)
 - Verifies that all requirements received from the Product Manager are met by the code.
- Software Quality Assurance/Tester
 - Systems Testing
- Designer/Developer
 - Prototypes

3 MANAGERIAL PROCESS

3.1 MANAGEMENT OBJECTIVES AND PRIORITIES

Team leadership will maintain the responsibility of maintaining and containing the project schedule and ensuring that all work items are completed and on schedule. Leadership is also responsible for the creation of all deliverables and scheduling/running meetings.

3.2 ASSUMPTIONS, DEPENDENCIES, AND CONSTRAINTS

Assumptions for this project are that, through the members of the team, sufficient knowledge in the areas of Android Development, Java Development, communications and project management is available.

The HOPE system assumes that the individual utilizing the system possesses a smart phone running the Android OS version 7.0 or greater. The hardware specifications of the phone should meet or exceed that.

3.3 RISK MANAGEMENT

No.	Risk	Monitoring and Controlling
1	Inappropriate version of the tools and components.	<ul style="list-style-type: none"> ● Select specific versions of tools and components to use and every member will adhere to the choice throughout the entire project (min APK 24).
2	Failure to meet deadlines for deliverable.	<ul style="list-style-type: none"> ● Setup milestones in advance of the final due date for each deliverable.
3	Unavailability of resources	<ul style="list-style-type: none"> ● Reassign resources to fill the gap, depending on availability and previous knowledge of what the currently unavailable resource was working on.
4	Accidental loss of valuable information	<ul style="list-style-type: none"> ● Most of the work will be done using online collaboration tools, including version control software, and the resulting documents stored online to minimize the chances of loss of information. ● Copies of work not stored online will be kept by all team members.
5	Total failure of the online server	<ul style="list-style-type: none"> ● All the files that has been used by the server has been stored dynamically by the team members to restore them any time the server fails.

4 TECHNICAL PROCESS

4.1 METHODS, TOOLS AND TECHNIQUES

All developers are required to use the Android Studio 3.0.1 to minimize issues with cross compatibility while developing.

Visual Paradigm will also be used as UML modeling tool that supports iterative development.

Microsoft Visio may also be used for simpler UML diagrams.

4.2 SOFTWARE DOCUMENTATION

The software user's manual shall be generated along with the functional requirements and be validated during the acceptance process. All documentation will be available from the application and the Team website.

4.3 PROJECT SUPPORT FUNCTIONS

SPMP (Software Project Management Plan)

This document provides processes and procedures that the management team should follow. The procedures listed in this document are used to manage and monitor the team by the team leaders, thus providing clear guidelines for responsibilities of team members.

5 WORK ELEMENTS, SCHEDULE, AND BUDGET

	Phase	Start Date	End Date	Resources
Phase 1.1	Preliminary Software Project Management Plan	Mar. 4	Mar. 24	Microsoft Word Visual Paradigm
	Interim System and Software Requirements	Mar. 4	Mar. 24	Microsoft Word
Phase 1.2	Revised Software Project Management Plan	Mar. 24	May.8	Microsoft Word Visual Paradigm

	System and Software Requirements Specifications	Mar. 24	May.8	Microsoft Word
	Prototype	Mar. 24	May.8	Android Studio

5.2 PROJECT BUDGET ESTIMATE

Project Task		Labor Hour	Labor Cost	Material Cost	Travel Cost	Other Cost	Total per Task
1.	Project Design				5\$	5\$	10\$
1.1	Develop XML files	90hr	450\$				450\$
1.2	Develop animation	30hr	150\$				150\$
2.	Project Development				5\$	5\$	10\$
2.1	Java development	120hr	600\$				600\$
2.2	Server development	40hr	200\$	30\$			200\$
3.	Project Data						
3.1	Data UML(ERD and Schema)	20hr	100\$	20\$(using visual paradigm)			120\$
3.2	Database creation	10hr	50\$				50\$
	Total	310hr	1550\$	50\$	10\$	10\$	1620\$

Project Task	Labor Hour	Labor Cost	Material Cost	Travel Cost	Other Cost	Total per Task
Comments: Other cost contains some indirect objects used for testing.						

5.3 COST EVALUATION

Tangible Cost:

Direct	2 memory Ram 8 GB :200\$ hard Disk SSD 225GB :100\$ renting a server:20\$
Indirect	2 USB cables : 10\$

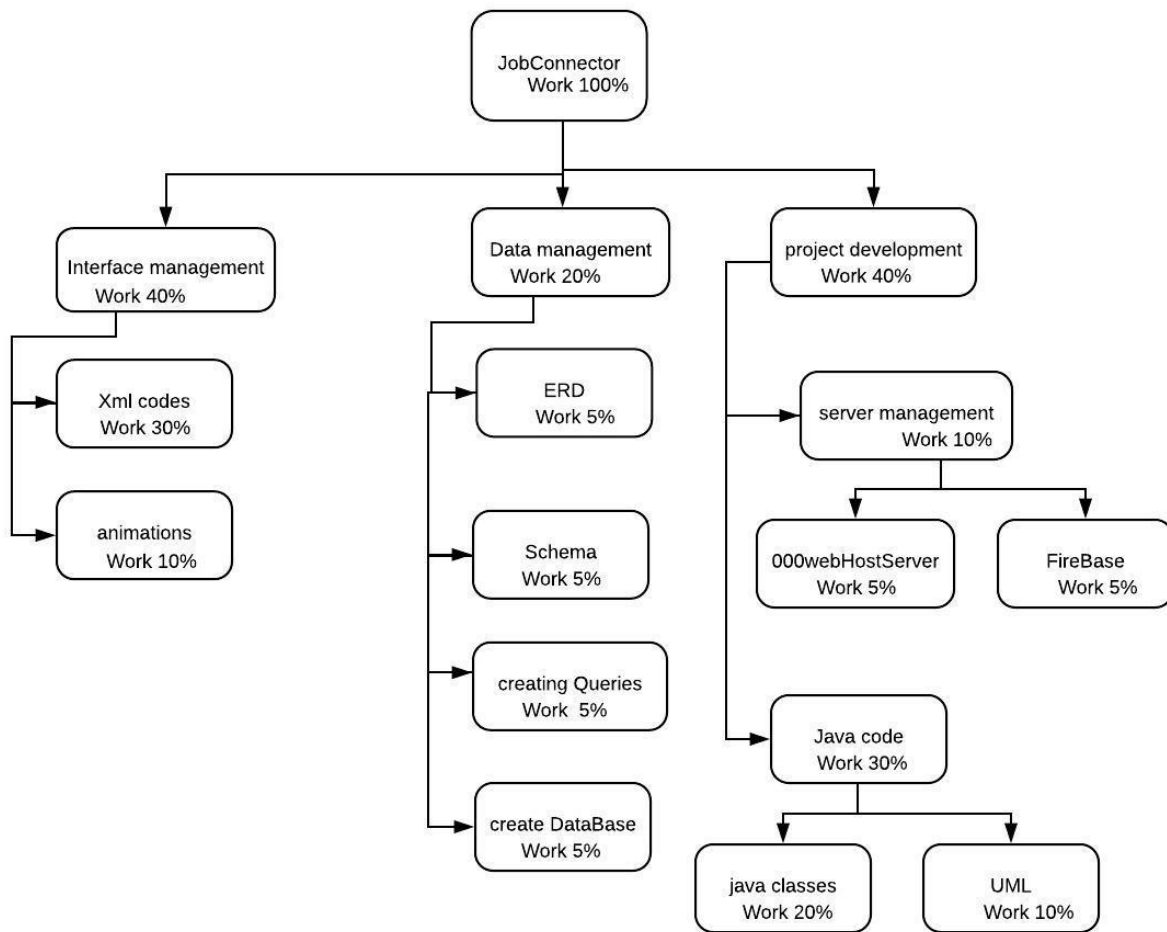
Intangible Cost:

Direct	
Indirect	Body pain Taking tranquilizers Psychological pressure

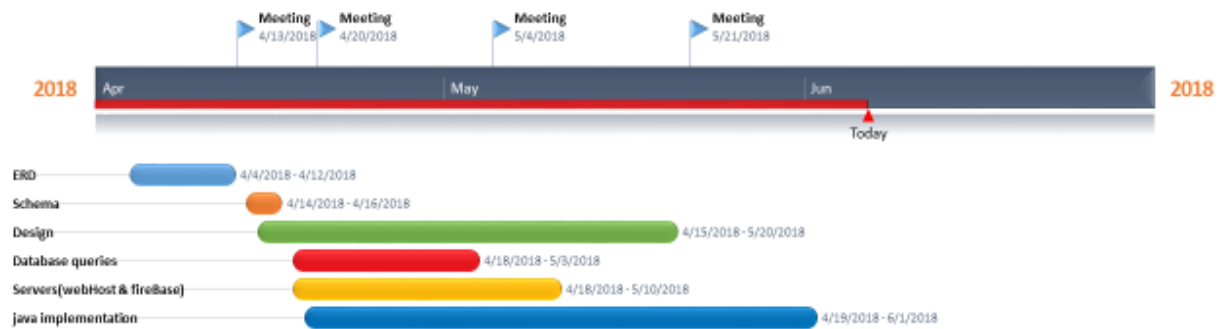
Sunk Cost:

Transportation: 40\$ Indirect meeting costs:40\$

5.4 WORK BREAKDOWN STRUCTURE



5.5 GANTT CHART



THE END