

Software Project Management Plan

for

EarWorm

Version 1.0
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Team: Keyboard Buddies

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Revisions

Version	Primary Author	Description of Version	Date completed
1.0	All team members	Original document	10/2/2022
1.1			
1.2			
1.3			

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1. Introduction

1.1 Project Overview

1.1.1 Purpose

Purpose for this project, can re use stuff from project presentation.

This senior capstone seeks to connect individuals and artists with like minded individuals based on criteria such as music taste, sex, age, and location.

1.1.2 Scope

Scope for this project, can re use stuff from project presentation.

EarWorm's intended audience is any individual/adult seeking to match with others given the aforementioned criteria.

1.1.3 Assumptions and constraints

Assumptions and constraints for the project. List limitations and things that we need to assume when using the program.

All users have an up to date version of their web browser and a strong internet connection. Members of the team have access to the tools needed for their respective tasks.

1.2 Literature Review

What have you researched on the project? Don't forget footnotes

1.2.1 Similar Websites/Apps:

1. PressPlay (<https://pressplay.me/the-app/>) - PressPlay is an application that lets users meet people with similar tastes in music. This application asks the user to answer multiple questions based on their music preferences then matches them with people with the same preferences.
2. POM (<https://www.discoverpom.com/>) - POM is a mobile application that connects people through 'a shared love of music. This application is similar to Tinder and it allows users to share songs while swiping. They also hold in person events for the users.

1.2.2 Tools

1. Jupyter (<https://jupyter.org/>) - Jupyter is an open-source software for interactive data science and scientific computing.
2. Amazon Web Services (<https://aws.amazon.com/>) - Amazon Web Services (AWS) is a cloud computing service offered by Amazon to individuals and businesses on a metered pay-as-you-go basis.

2. Project Organization

2.1 Roles and Responsibilities

Team Member	Roles	Email
Alvaro Lopez-Romero	Team Lead / Developer	alvaro.lopez-romero.317@my.csun.edu
Mitchell Mercer	Developer / Tester	mitchell.mercer.062@my.csun.edu
Nathalie Claire Tivar	Front End Developer / Tester	nathalie-claire.tivar.562@my.csun.edu
Rodolfo Rivera	Front End/Back End Developer / Tester	rodolfo.rivera.712@my.csun.edu
Charles Quebral	Back End Developer / Tester	charles.quebral.447@my.csun.edu

2.2 Tools and Techniques

Provide your tools and techniques that you will be using to develop your project. Bullet points are fine, just be descriptive as to what you are using it for.

- Asana - Project Management
- GitHub - Version Control
- Jupyter - Machine Learning tool // Data tool
- React - UI Development
- Anaconda - Python // Machine Learning Libraries
- AWS - Web Hosting
- MySQL - Database Management

3. Project Management Plan

3.1 Tasks

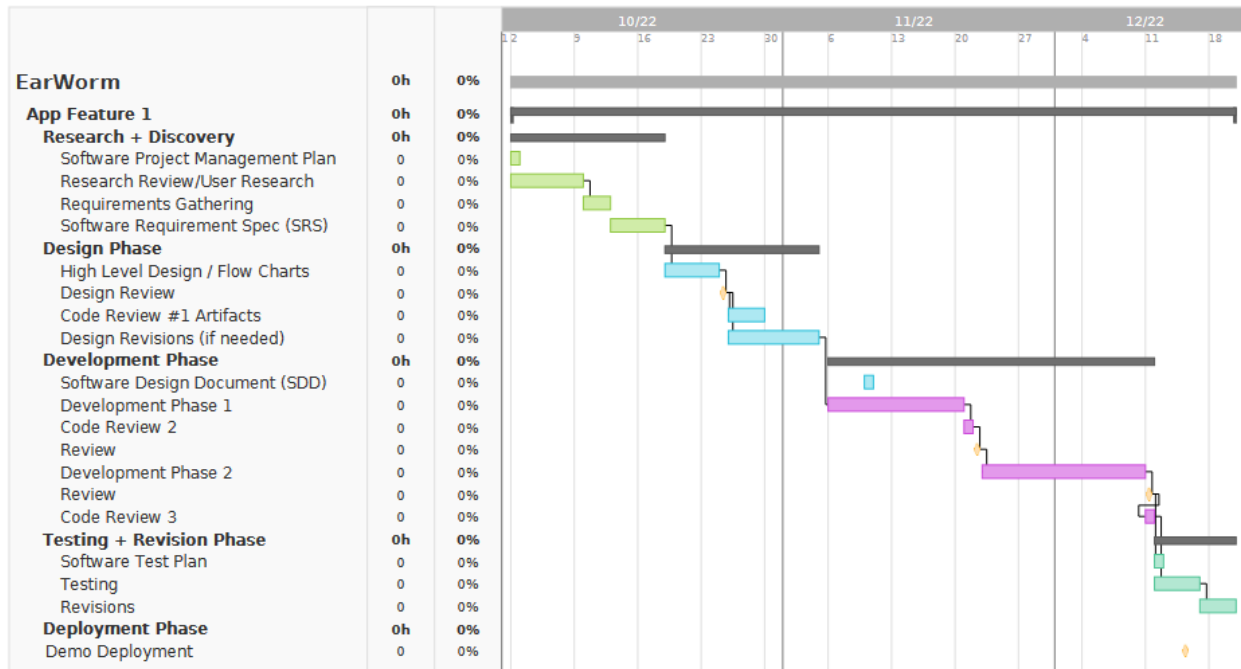
Task#/Phase	Task Description	Date
1-1	Software Project Management Plan	10/2/2022
1-2	Research Review/ User Research	10/9/22
1-3	Requirements Gathering	10/12/22
1-4	Software Requirement Spec SRS	10/18/2022
2-1	High Level Design / Flow Charts	10/24/2022
2-2	Design Review	10/25/2022
2-3	Code Review #1	10/29/22
2-4	Design Revisions	11/4/22
3-1	Software Design Document	11/10/22
3-2	Code Review 2	11/20/2022
3-3	Development Phase 1 : Alpha	11/31/2022
3-4	Code Review #3	12/11/2022
3-5	Software Test Plan	12/11/2022
3-6	Development Phase 2 : Beta	12/15/2022
4-1	Project Presentation// Demo	12/15/2022

3.2 Assignments

Week#	Deliverables/Progress
2	Software Requirement Spec SRS
3	Flow Charts // UML
5	Software Design Document
10	Software Test Plan
11	Demo

3.3 Timetable

Your IMS or integrated master schedule, I would expect to see some kind of Gantt chart or snippet from MS project regarding your project timeline.



4. Additional Material

4.1 Definitions, Acronyms and Abbreviations

Any additional information that may be of use to the audience, like any specific definitions, acronyms and abbr.

- Waterfall - An approach to software development in which tasks are done in a linear, sequential order. Aspects of the next task
- ML - Machine learning
- AI - Artificial Intelligence
- AWS - Amazon Web Services
- SQL - Structured Query Language
- IDE - Integrated Development Environment
- JS - Javascript
- JSON - Javascript Object Notation
- UI - User Interface

4.2 Appendices

Any specific appendices if necessary.

4.3 References

Any specific references if necessary.