



College of Computing and Software Engineering

# Software Project Management Plan

Version 1.0
September 27, 2025

# Sweetledger

Dr. Ermias Mamo

Devin Perry, Matthew Crowley, Kendal Elison, Kahmin Keller, Connor Oberlin


# Table of Contents

Document Purpose…..…….3

Sweetledger's Scope…...…….3

Scope……3

Constraints……..……..4

Project Sprints……..…….4

Project Plan Evolution…….5

Roles and Responsibilities……...5

Work Plan…….6

Gantt Chart……...6

Risk Management Plan……7

Validation Plan…….7

Dispute Resolution Plan……...8


# Document Purpose

The purpose of this software project management plan for Sweetledger is to let all Sweetledger stakeholders aware of how it will be managed during its completion. The stakeholders of Sweetledger are our client, Dr. Ermias Mamo, as well as the developing team, and all of Sweetledger's users. This project plan will outline all of the sprints of this project, as well as how each sprint will be completed and managed. This software project management plan document will be updated as each sprint and project deliverable progresses.

# Sweetledger's Scope

Sweetledger is a web-based accounting ledger book system that will simulate a high-quality accounting system that a company would use. Sweetledger consists of five sprints, with each one building on the previous sprint. Each sprint will be evaluated by the client, Dr. Ermias Mamo, to ensure proper completion of Sweetledger.

Sweetledger will use AWS Elastic Beanstalk as a website host, accompanied by MongoDB as the database. The primary languages utilized will be JavaScript, CSS, HTML, and C#. The developing plan also plans to include a mobile version of Sweetledger near the end of Sweetledger's initial development cycle.


# Constraints

The developing team understands that they have one semester to complete Sweetledger. This means that the completion of Sweetledger will be fast-paced, and having a solid project management plan will ensure that the developing team delivers the system smoothly. The developing team is fortunate that the client, Dr. Ermias Mamo, is serving as a mentor and guiding light, so requirements elicitation will not be a problem

# Project Sprints

This section of the document prefaces each sprint, along with the on-time deliverable date.

- Sprint 1 - Login and User Interface Module - October 2, 2025
- Sprint 2 - Chart of Accounts Module - October 14, 2025
- Sprint 3 - Journalizing and Ledger Module - October 22, 2025
- Sprint 4 - Financial Reports Module - November 4, 2025
- Sprint 5 - Ratios and Dashboards Module - November 18, 2025


# Project Plan Evolution

The flow of this project will be approved by our client, Dr. Ermias Mamo, and our developing team leader, Devin Perry. All changes to the project plan will be finalized by Devin Perry, and this document will promptly reflect any changes.

# Roles and Responsibilities

At Sweetledger's conception, the developing team met and derived equal responsibilities to ensure a seamless delivery of the system. The developing team discussed their strengths and weaknesses, and we have listed each member's roles and responsibilities in this document below.

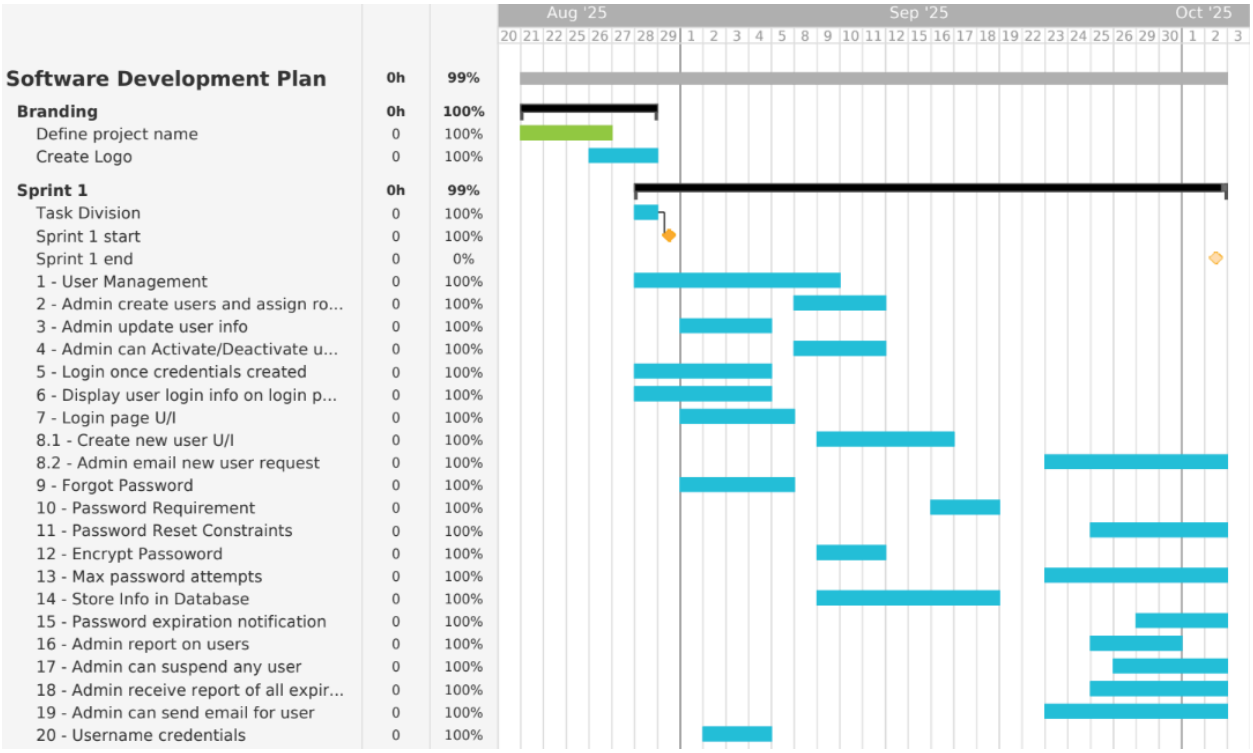
- Devin Perry - Team Leader, Lead Programmer, and Document Author
- Matthew Crowley - Database Designer, System Programmer, and Document Author
- Kendal Elison - System Programmer and Document Author
- Kahmin Keller - Database Designer, System Programmer, System Tester
- Connor Oberlin - System Programmer

SWEETLEDGER

# Work Plan

The developing team has agreed to hold three in-person meetings every week until the final delivery of Sweetledger. Two of the three in-person meetings will be after class, where we discuss progress and how other team members can assist each other. The third in-person meeting will be outside of class hours, and it is the longest meeting. It is difficult to calculate the total estimated working hours spent every week towards the completion of Sweetledger, but there are at least 2 hours of group meetings every week. Refer to the Gantt chart below for more details.

# Gantt Chart




# Risk Management Plan

The developers of Sweetledger will be as risk-adverse as possible when designing and programming the system. They have decided that the most important goal is to deliver the system with all functionalities and requirements finalized and on-time. To accomplish this goal, they plan to complete each sprint of the system at least one week before the sprint deliverable date.

The developing team has also selected easy-to-learn and robust technologies and tools to build Sweetledger. This will reduce the chance of a development bottleneck.

# Validation Plan

To ensure that all requirements are tended to, the developers are to put Sweetledger through a strenuous testing period at the end of each sprint. The developers will test nearly all possibilities using testing softwares to ensure that there will be no overlooking the health of the system. Sweetledger needs to be reliable and hard to break, so that is why the developing team is prioritizing system testing and quality assurance.


# Dispute Resolution Plan

The developing team plans to work efficiently as a team during the duration of the system's completion. However, this dispute resolution plan is in place in case there are any disputes or problems.

All final decisions regarding techniques in completing Sweetledger will be approved by the team leader, Devin Perry. All team conflicts regarding effort balance will be brought up to the system client, Dr. Ermias Mamo. Dr. Ermias Mamo will serve as a mediator in resolving any group conflicts that may arise.