SWE 6633 – Semester Project Quick Plan

Fall 2020 - Group 6

# Members

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# Project/Product Description

The product produced as part of this project will be a project management solution that will permit users to keep track of requirements, goals, and the amount of time spent attaining these goals with respect to the effort expended on each requirement defined.

The product will permit users to enter their time spent on each requirement, and also permit a manager or owner to collect and display the entered time for each requirement. The product will facilitate reporting of time spent on each requirement for the manager to make adjustments to scheduling and other pertinent business activities.

The project will run as an executable on a desktop PC environment and have a graphical user interface such that users and managers can interact with the application in the appropriate manner.

# High Level Schedule

1. Week 1 (9/7 – 9/13)
   1. Initial Group Meeting
   2. Division of Tasks
   3. Discussion of Project Requirements
      1. Brainstorming
2. Week 2 (9/14 – 9/20)
   1. Exploration of software tools
   2. Initial tabulation of requirements
   3. Prototype UI exploration
   4. Initial documentation
3. Week 3 (9/21 – 9/27)
   1. Refinement of “Quick Plan”
   2. Prototype UI presented
   3. Final tabulation of requirements
   4. Final tabulation of goals
4. Week 4 (9/28 – 10/4)
   1. MILESTONE: Submission of “Quick Plan”
   2. Begin Development of Comprehensive Plan
   3. Develop Data Model
5. Week 5 (10/5 – 10/11)
   1. Complete final detail project schedule
   2. Begin development of production UI
   3. Begin development of Database
6. Week 6 (10/12 – 10/18)
   1. Integration of UI and Database
   2. Initial product testing
   3. Completion of Comprehensive Plan
7. Week 7 (10/19 – 10/25)
   1. MILESTONE: Submission of “Comprehensive Plan”
   2. Refinement of front and back-end integration
   3. Product testing and goal measurement
   4. Begin producing product usage documentation
8. Week 8 (10/26 – 11/1)
   1. Product Testing and Goal Measurement
   2. Validation analysis of met requirements
   3. Refinement of usage documentation
9. Week 9 (11/2 – 11/8)
   1. Final Project Build
   2. Packaging project into executable
   3. Finalizing Documentation
10. Week 10 (11/9 – 11/15)
    1. MILESTONE: Final Project Submission
       1. Submit Documentation alongside

In addition to the rough schedule above, there exists an additional 3-week buffer for schedule overruns and unforeseen issues that may arise. With a roughly 33% margin available for scheduling, the project should be able to accommodate most changes to the schedule while still meeting the completion deadlines.

# Cost Estimation

Cost estimation for this project centers around the labor hours required to accomplish the tasks at hand. For clerical items, like meetings, team communication, and individual planning; the hours are taken as a percentage (10%) of the total time estimated to complete the actual task. The task estimations are established with knowledge of previous projects and similar tasks and have been tabulated accordingly. There also exists another 10% margin for changes or discrepancies in the estimated costs to account for potential overruns.

1. Requirements Analysis and Tabulation
   1. 20 hours
2. Documentation
   1. 20 hours
3. Data Model Implementation
   1. 10 hours
4. User Interface Development
   1. 10 hours
5. Data Model and UI Integration
   1. 25 hours
6. Usage Documentation
   1. 10 hours
7. Measurement and Validation of Requirements/Goals
   1. 10 hours
8. Clerical/Management Tasks (~10%)
   1. 10 hours
9. Schedule Margin (~10%)
   1. 10 hours

Total Cost in terms of labor hours: 125 hours

# Risk Summary

Major risks for this project include potential group member participation, scheduling conflicts and limitations, as well as technical risks stemming from new experience with software and tools.

Assumptions have included several related to requirements, and deliverables based on past experience and technical feasibility.