

# Project Management Plan

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## ABSTRACT:

The consumption of media via video streaming services is higher than ever. With video streaming platforms such as Netflix, Twitch, and YouTube growing continuously, consumers of these platforms have an endless amount of content to watch. Often times, consumers who may watch multiple video media or platforms at once, have to change between multiple screens or browser windows. Proposed is a multimedia platform which will allow the consumer to watch multiple video streaming services at once, on a single screen, to alleviate the need to switch between screens or windows.

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## 1. INTRODUCTION:

### 1.1. Purpose

To create a video streaming prototype that allows users to watch and experience multiple live events happening on one single screen. Avoid the hassle of switching channels, this service will provide the tools to watch multiple entertainment events on the go.

### 1.2. Overview

Video streaming service that enables you to catch all your entertainment needs on one single screen. This service will include sports, live events, and award shows.

### 1.3. Description

Redflix is a video streaming prototype service that allows you to catch all your entertainment needs on a single screen. Our service allows you to access all the live events including sports, award shows, live tv and other apps like Youtube, Twitch, Netflix. Once you select all your choices, click on the full screen mode to enter our beautiful streaming service with numerous screens and automated to switch sizes when the events is close to an end. We hope this service allows user to never miss their favorite shows, sports and other entertainment service.

## 2. PROJECT ORGANIZATION:

Phase	Members	Description
Requirements	Aman, Minah, Justin, David, Rohan	Create a requirements document for the video streaming prototype
Designer	Aman, David, Minah	Design UI Screens which users with interact with
Back End	Aman, David, Minah	Design the back end in Amazon AWS, create procedures and queries for the home screen.
Front End	Justin, Aman, David, Minah, Rohan	Create a web host service using HTML and design and implement all the UI Screens for the project
Testing	Aman, Roha, Justin	Testing the UI screens and video service prototype
Deployment	Aman, David, Minah, Justin, Rohan	Release the final version of the project

Table 1.1

### 3. LIFE CYCLE MODEL USED:

We will use the agile, to make room for any sudden changes throughout the project lifecycle. We choose agile because even though this is not a super complex project we still want to make room for any type of incoming features we might want to add.



Figure 1.1

### 4. RISK ANALYSIS:

#### 4.1. Communication Risk

4.1.1. Probability: Low

4.1.2. Impact: Medium

4.1.3. Reason: All the team members live close to campus. In case of an emergency, it is possible for the group members to meet face to face. In normal circumstances, the team will be communicating remotely.

#### 4.2. Process Risk

4.2.1. Probability: Low-Medium

4.2.2. Impact: Medium-High

4.2.3. Reason: Errors identified later in the design process have a large impact. Process issues increase time risks.

#### 4.3. Time Risk

4.3.1. Probability: Medium

4.3.2. Impact: High

4.3.3. Reason: This is a complex problem to solve in sixteen weeks. It is absolutely essential to manage the limited time available for the project. Being behind schedule is potentially fatal to the project.

#### 4.4. Complexity Risk

4.4.1. Probability: Medium

4.4.2. Impact: Medium-High

4.4.3. Reason: The project components are relatively complex and requires team members to spend time researching, and learning techniques and technologies new to them before implementing the system.

### 5. HARDWARE AND SOFTWARE RESOURCES:

#### 5.1. Hardware:

For our group our hardware resources will be using 1 Windows 10 laptops which together will have a minimum of 8 GB of RAM so running our programs will be relatively fast and effective. The other 4 members have apple laptops that are both just as fast as the Windows 10 laptops. For the sake of consistency we all will do our code separately on our own laptops and when we need to combine certain things then we will use the ECS computer lab and use their Windows 10 computers.

#### 5.2. Software:

The compilers and types of software that we will be different depending on what phase of the project that we are on. Because this is will be a A streaming video service we will most likely use HTML and CSS for the structure and well as Javascript to make the website user friendly, that will be on the front end. For the back end we will probably use SQL so the video streaming will be smooth. All of these software requirements are provided in the ECS computer lab.

### 6. DELIVERABLES, SCHEDULE:

<b>Project Management Plan</b>	<b>Due 01/31, Friday</b>
<b>Requirements Documentation</b>	<b>Due 02/14, Friday</b>
<b>Architecture Documentation</b>	<b>Due 02/28, Friday</b>
<b>Detailed Design Documentation</b>	<b>Due 03/13, Friday</b>
<b>Testing Plan</b>	<b>Due 04/10, Friday</b>
<b>Final Project Report</b>	<b>Due 04/30, Thursday</b>
<b>Final Project Demonstration</b>	<b>Due 04/30, Thursday</b>

### 7. MONITORING, REPORTING, AND CONTROLLING MECHANISMS:

#### 7.1. Weekly Meeting

The team shall conduct weekly meetings in order to discuss and update each other on the progress of the project.

## 7.2. Documentation and Code Repositories

The team will be using Google Docs and Github in the primary stages of the project and if needed, will use different software/services in the later stages of the project.

## 7.3. Team Lead

The team lead will be monitoring team members work and will be responsible to submit different parts of the projects on time.

# 8. PROFESSIONAL STANDARDS:

## 8.1. Integrity

All research is expected to have academic integrity, references shall be made with IEEE format.

## 8.2. Research

Each team member is expected to contribute at least two hours weekly of their time for the purpose of this project. This is documented on our weekly status excel sheet.

## 8.3. Due Dates

Each team members tasks must be completed on time for each deliverable.

## 8.4. Team Meetings

Team members are supposed to show up face to face or remotely when a team meeting is scheduled.

# 9. EVIDENCE THE DOCUMENT HAS BEEN PLACED UNDER CONFIGURATION MANAGEMENT:

We will be using GitHub for management configurations

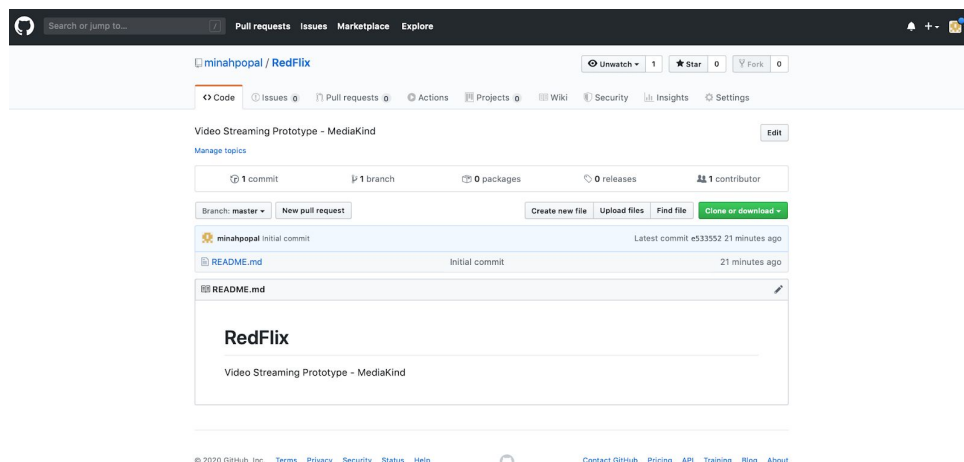


Figure 1.2



## 10. REFERENCES:

J. Kile, “Agile Software Development Quality Assurance,” *Agile Software Development Quality Assurance*, pp. 186–205, May 2019.