1 Overview

1.1 Project summary

This project is a teamwork project (4 ~ 5 students of a team). You are expected to accomplish this project by working with other classmates in your team. You can use any programming language to accomplish this project. Each team is required to submit a project report and other required files as indicated in the following tasks.

1.1.1 Purpose, scope, and objectives

Learning Management System deals with all kind of student details, academic related reports, college details, course details, curriculum, batch details and other resource related details too. It tracks all the details of a student from the day one to the end of his course which can be used for all reporting purpose, tracking of attendance, progress in the course, completed semesters years, coming semester year curriculum details, exam details, project or any other assignment details, final exam result etc

1.1.2 Assumption and constraints

In class presentation on 11-27-17.

Complete submission on 12-03-17.

Resources used: In class notes, Object Oriented And Classical Software Engineering 8th Edition Textbook.

1.1.3 Project deliverables

Artifacts include source code, UML diagrams, SPMP, version control documentation, test cases, data storage files, and other necessary artifacts we studied in the class 12-03-17.

1.1.4 Schedule and budget summary

In class presentation on 11-27-17.

Complete submission on 12-03-17.

No monetary budget, just time.

2 Reference materials

UML , GUI, use cases included.

4 Project organization

4.3 Roles and responsibilities

Estaban Mejia in charge of creating the GUI and Design workflow.

Rana Sadat in charge of Requirements workflow.

Luis Moreno, team leader, in charge of Analysis workflow.

5 Managerial process plans

5.3 Control plan

5.3.1 Requirements control plan

iteration and increments of use cases where used.

5.3.2 Schedule control plan

Meetings where to be scheduled if process was lagging behind.

5.3.4 Quality control plan

Team Leader would check weekly on progress.

6 Technical process plan

6.1 Process model

Increment-and-Iteration life cycle model used.

6.2 Methods, tools, and techniques

Visual Studios used to create the GUI.

7 Supporting process plan

7.3 Documentation plan

Forms of documention used where e-mails, text messages, comments left on github.