

# PROJECT PLAN

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## Introduction

This project will create a task manager that is ideal for any user. This will serve as an application that can quickly help anyone with managing day to day tasks no matter their experience with technology. This will enhance the users' ability to quickly manage their upcoming and completed tasks. The vision in this application is to create a software that allows the user to easily have the ability to remind themselves of important tasks. This gives the user an ease of access at their fingertips.

## Project Organization

POSITION	NAMES	DESCRIPTION
Organizer	Fady	Ensures that the team meets the required task to complete the project and keeps all materials in check.
Designer	Fady	Ensures that the software has a simple design that is easy for the project team to implement.
Programmer	Martha	Writes the code for the program.
Programmer	Negin	Writes the code for the program.
Tester	Negin	Analysis and ensures that the program does not have any flaws in its design and that it runs smoothly.

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## Risk Analysis

RISK	DESCRIPTION	RISK PRIORITY	RISK PLANNING
The application will not be released to the public or advertised well by the due date.	<ul style="list-style-type: none"> <li>- The members of this group have not had the experience of advertising or releasing an application to market.</li> </ul>	High Risk	Using careful schedule planning, we will use all of the Resources available in order to ensure that we can advertise Send this app out to market.
This product may not be appealing to users.	<ul style="list-style-type: none"> <li>- This application may not be available on all platforms that the user desires</li> <li>- This application may be unappealing visually to customers in the market.</li> <li>- This application may have errors that allow the customers application data to be lost and not save</li> </ul>	High Risk	We will ensure that the app is tested thoroughly in every manner it can be used in. This is to ensure we have seen all errors the app may produce as well as to allow time to make the application as visually appealing as possible.
This product does not have beta testing.	<ul style="list-style-type: none"> <li>- This group does not have experience in employing testing to check for any errors that may compromise the apps usability.</li> </ul>	Moderate Risk	We will research and learn beta testing. This was we are able To fix many errors that may have been ignored in the Creation of the application.
This product could be at risk of copyright infringement.	<ul style="list-style-type: none"> <li>- If we do not have copyright on this application as well as its code, similar apps may strike this down.</li> </ul>	Moderate Risk	Our group will learn about copyright as well as the guidelines We must follow to ensure we avoid this.
This application has many competitors.	<ul style="list-style-type: none"> <li>- Many apps have been made with the intention of assisting the user with product and task</li> </ul>	Low Risk	We can use quality control factors in order to ensure this application hits the ground running. To ensure that the app is

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	management. We may be late to an idea such as this.		appealing to the customer and stands out from other task management applications, we will do research on the pain points of other competitors to ensure we exceed expectation and surpass them
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## Hardware and Software Requirements

### Hardware Requirement

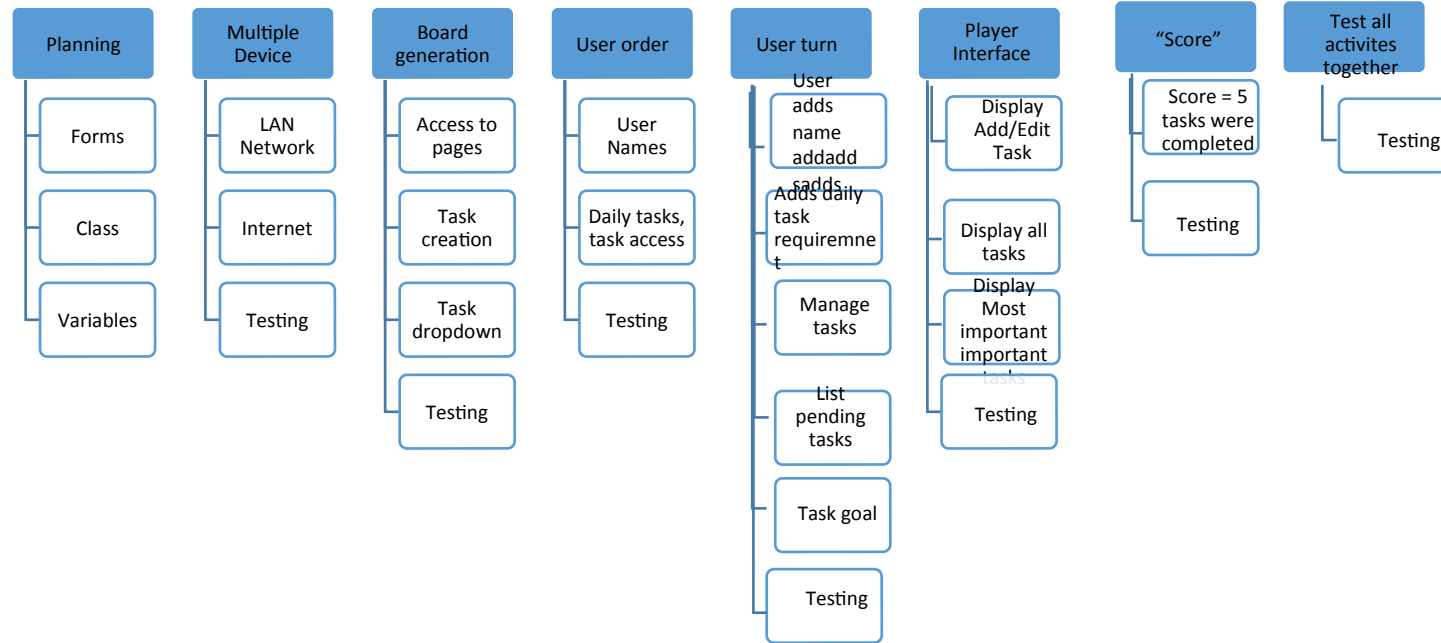
- Windows Computer
- Monitor
- Keyboard and mouse

### Software Requirement

- Operating system – Windows
- Development Tools:
  - Python: Programming language for application development
  - Tkinter: GUI toolkit for creating the user interface
  - Visual Studio Code: IDE for coding, debugging, and development
- Database:
  - SQLite: Lightweight database for local storage of task data
- Version Control:
  - Git: For version control and collaboration
  - GitHub: For hosting the repository

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## Work Breakdown



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## Project Schedule

ACTIVITY	START	DURATION	START	DURATION	COMPLETE	PERIODS						
						1	2	3	4	5	6	7
ORGANZING	1	1	1	1	25%							
PLANNING	2	1	2	1	100%							
IMPLEMENTION CODING	3	3	3	3	35%							
IMAGE/MAP CODING: GUI INTERFACE	3	3	3	3	10%							
CODING: HOME SCREEN	4	3	4	4	85%							
CODING: ADD/EDIT SCREEN	4	3	4	8	50%							
CODING: MANAGE SCREEN	5	3	5	9	85%							
CODING: COMPLETED TASKS SCREEN	6	2	5	9	60%							
CODING: PLAYER DEBUGGING	6	2	6	8	70%							

## Monitoring and Reporting Mechanisms

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## Appendix

### **Introduction pg. 2**

- Overview of the project
- Objectives and goals
- Scope of the project

### **Project Organization pg. 2**

- Project team structure
- Roles and responsibilities
- Communication plan

### **Risk Analysis pg. 3-4**

- Identification of potential risks
- Risk assessment and prioritization
- Mitigation strategies

### **Hardware and Software Requirements pg. 4**

- Detailed list of hardware needs
- Software tools and platforms
- Justification for selected technologies

### **Work Breakdown pg. 5**

- Decomposition of project tasks
- Task dependencies
- Resource allocation

### **Project Schedule pg. 6**

- Timeline of major milestones
- Detailed schedule of tasks
- Resource planning
- Gantt Chart

### **Monitoring and Reporting Mechanisms pg. 6**

- Methods for tracking progress
- Reporting procedures