**Project Management Plan**

Enquero Project

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**Introduction**

Our project plan management document will be used as a guide to show how we plan to achieve several tasks throughout the course of this project to obtain the goal of a successfully developed product. Enquero has obtained our services to develop an automated QA tool to be used for testing in their scrums. Our main goal is to develop an efficient automated tool that will help the Enquero testers complete their work in a much more effective manner. As a team will will need to learn Ruby, Cucumber framework, and XML. Throughout the project our team will be using the agile method. At the beginning of our week, we will meet up with Enquero to get an our tasks for the next sprint cycle. After the sprint cycle is over we will present them with a deliverable product. If we are unable to deliver a product the uncompleted tasks for that cycle will attach to the next sprint cycle.

**Project Organization**

Each team member will be available to assist will all aspects of the product development process. In order to maintain an organized project, we have chosen specific roles of responsibility for each team member.

Project Liaison: Troy Stockman.

* He will be in charge of communicating with the client, obtaining any specifications for the product, any changes that the client may require, etc.
* He was chosen for this role because he has a professional demeanor and he communicates well with others.

Lead Designer and Architect: Brittney Harris

* She is in charge of making sure the code has a long-lasting dependable design technique. She will ensure that the program takes into account all possibilities.
* She was chosen for this role because she is interested in defining product requirements and creating architectural specification to ensure the functionality of any given system. She enjoys making technical and design decisions.

Lead Software Guru: Travis Layne

* He will be responsible for helping to determine all aspects of the coding.
* He was chosen for this role because he has been coding for several years and knows over eight different programming languages.

Lead Test Guru: Ryan Mazerole

* He will be responsible for developing test plans for the code that’s created, and making sure the code meets all requirements set forth by the client.
* He was chosen for this role because he has been interested in code testing since his junior year. He’s currently taking the necessary steps to become more skillful in that department.

Lead Project Management Guru: Patrick Charles

* He will be in charge making sure all deadlines are met with all of the requirements. He has the responsibility of making sure that each team member stays on task.
* He was chosen for this role because he enjoys being a project manager. He is well organized and always stays on top of deadlines.

**Lifecycle Model Used**

We will be using the Agile software development method for this project. Agile methods incorporate the user to play an essential role in the development process for the product. When using agile, the software developer creates working demos of the software that are being produced to the client for feedback. The developer will use that feedback provided by the client to make the appropriate adjustments to the product. The agile model that we will use is called Scrum. Scrum contains three roles: Scrum master, product owner, and the team. The scrum master serves a facilitator for the client and the team. The product owner is the client that wants a specific product to be developed. The team will consist of a group of dedicated individuals that will be in charge of creating the product.

**Risk Analysis**

Some possible project risks that may occur are not being able to finish the project on time, team members falling out of their roles, lack of knowledge for the required hardware or software that will be used throughout the project. The risk of running out of time and lack of knowledge is very probable. The team member falling out of his/her is least likely to happen when being compared to the other two risks. We are well aware of each risk, and we’re are determined to stay focused on our main goal and avoid distractions at all cost. We understand that it will take extra effort to learn the resources required and long hours to complete the task at hand in a timely manner.

**Hardware and Software Resource Requirements**

To ensure the product is created correctly, several resources will be needed to carry out the development of this project:

* Computers for programming (personal or lab)
* Internet Access (personal or lab)
* Text editor (Sublime Text, Notepad++)
* Cucumber (software tool that we will use for testing)
* Online resources (Ruby in Twenty Minutes, cucumber.io, Xml tutorials)
* Database software (to be determined at a later date)

**Deliverables, Schedule**

We will conduct two meetings with the client to go over planning & design. After the first two meetings, there will be sprint cycles of every two weeks. During these two weeks we shall develop increments of the software needed. At the end end of the two weeks we will show a demo of what has been accomplished so far.

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| Enquero Project schedule | Date |
| First meeting | 10/7/2015 |
| Second meeting | 10/14/2015 |
| Sprint Cycle | two week duration |
| Deliverable -  display built user interface | 10/28/2015 |
| Sprint Cycle | two week duration |
| Deliverable -  display the progress of the XML parser | 11/11/2015 |
| Sprint Cycle | two week duration |
| Deliverable -  discuss the progress of the database stage | 11/28/2015 |

**Monitoring, Reporting, and Controlling Mechanisms**

We shall use trello to track everyone’s progress and assign tracks to each individual. We will have our main goals and we will break each main goal into smaller tasks that each individual could work on their own. We will used git for our source control. Each team member that is working on a task, will branch off the main branch and only merge their changes to the main branch once their task is complete. Once a task is completed the team member will check the task as done on the trello board.

**Professional Standards**

The expected behavior that we proposed for one another revolves around teamwork. Each team members will be responsible for attending scheduled meetings, completing work before the due dates, conducting themselves in a courteous and professional manner, and providing assistance to other team members to ensure the requirements for the project are being met.