

**Capstone Project Report**

**Report 2 – Project Management Plan**

– Hanoi, October 2022 –

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# I. Record of Changes

|  |  |  |  |
| --- | --- | --- | --- |
| Date | A\* M, D | In charge | Change Description |
| 07/10/2022 | A | HuyenBN | Responsibility Assignments, Project Communications, and Configuration Managements |
| 09/10/2022 | A | AnNT | Overview; Management Approach; Deliverables |
| 09/10/2022 | M | GiangNT | Review all Document; Change “Configuration Management” |
| 16/10/2022 | M | AnNT | Project Process |
| 08/12/2022 | M | GiangNT | Project Process; Project Communications; Project Objectives |
| 10/12/2022 | M | GiangNT | Scope & Estimation |
|  |  |  |  |
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|  |  |  |  |
|  |  |  |  |

\*A - Added M - Modified D - Deleted

# II. Project Management Plan

## 1. Overview

### 1.1 Scope & Estimation

|  |  |  |  |
| --- | --- | --- | --- |
| **#** | **WBS Item** | **Complexity** | **Est. Effort**  **(man-days)** |
| ***1*** | ***Login*** |  | **35** |
| 1.1 | (ADMIN / STAFF) Login with email & password | Medium | 5 |
| 1.2 | (LANDLORD / STUDENT) Login with Facebook | Complex | 15 |
| 1.3 | (LANDLORD / STUDENT) Login with Google | Complex | 15 |
| ***2*** | ***LANDLORD - Sign Up*** |  | **14** |
| 2.1 | Sign Up with Facebook | Complex | 10 |
| 2.2 | Sign Up with Google | Complex | 10 |
| 2.3 | Upload ID Card | Simple | 2 |
| 2.4 | Provide Basic Information | Simple | 2 |
| ***3*** | ***GUEST - List of houses*** |  | **36** |
| 3.1 | House - Room Statistic | Simple | 5 |
| 3.2 | View List of Available Houses | Simple | 3 |
| 3.2.1 | View House Information | Medium | 3 |
| 3.2.2 | Paginate List of Houses | Complex | 3 |
| 3.3 | Filter House | Complex | 10 |
| 3.3.1 | Filter by Name | Simple |  |
| 3.3.2 | Filter by Campus | Simple |  |
| 3.3.3 | Filter by Region | Simple |  |
| 3.3.4 | Filter by Distance | Simple |  |
| 3.3.5 | Filter by Price | Simple |  |
| 3.3.6 | Filter by Room Type | Simple |  |
| 3.3.7 | Filter by House Utility | Simple |  |
| 3.3.8 | Filter by Room Utility | Simple |  |
| 3.3.9 | Filter by Rate | Simple |  |
| 3.4 | Order Houses | Medium | 2 |
| 3.4.1 | Order by Price | Simple |  |
| 3.4.2 | Order by Distance | Simple |  |
| 3.4.3 | Order by Rate | Simple |  |
| ***4*** | ***GUEST – Create Order*** |  | **19** |
| 4.1 | Create Order | Simple | 5 |
| ***5*** | ***GUEST - House Details*** |  | **19** |
| 4.1 | House detail information | Medium | 5 |
| 4.2 | Maps position | Complex | 8 |
| 4.3 | View House Review | Simple | 2 |
| 4.4 | Available Room List | Simple | 2 |
| 4.5 | Landlord Information | Simple | 2 |
| ***5*** | ***GUEST - Room Details*** |  | **2** |
| 5.1 | View Room Details | Simple | 2 |
| ***6*** | ***GUEST - Review House*** |  | **8** |
| 6.1 | Star Rating | Medium | 4 |
| 6.2 | Comment | Medium | 4 |
| ***7*** | ***Report Violation*** |  | **4** |
|  | Report Violation | Medium | 4 |
| ***8*** | ***LANDLORD - List of Houses*** |  | **3** |
| 8.1 | View List of Houses | Medium | 3 |
| ***9*** | ***LANDLORD - Manage Houses*** |  | **25** |
| 9.1 | Update House Information | Medium | 4 |
| 9.2 | Delete House | Medium | 3 |
| 9.3 | Add New House | Complex | 10 |
| 9.3.1 | Download Templates | Medium | 2 |
| 9.3.2 | Import Data | Complex | 8 |
| 9.4 | Search House | Complex | 8 |
| 9.4.1 | Filter by Status | Simple | 2 |
| ***10*** | ***LANDLORD - Manage Rooms*** |  | **24** |
| 10.1 | Room List | Simple | 2 |
| 10.2 | View Room Details | Simple | 3 |
| 10.3 | Change Room status | Simple | 2 |
| 10.4 | Add Room | Complex | 8 |
| 10.5 | Delete Room | Medium | 4 |
| 10.6 | Update Room Information | Medium | 5 |
| ***11*** | ***LANDLORD - Profile*** |  | **6** |
| 11.1 | View Profile | Simple | 2 |
| 11.2 | Update Profile | Medium | 4 |
| ***12*** | ***ADMIN - Manage Staff Account*** |  | **18** |
| 12.1 | Change Password | Medium | 4 |
| 12.2 | Staff List | Simple | 2 |
| 12.3 | Create Staff Account | Medium | 5 |
| 12.4 | Change Active Status | Simple | 3 |
| 12.5 | Reset Password | Medium | 4 |
| ***13*** | ***STAFF - Landlord Sign Up Request*** |  | **6** |
| 13.1 | View Sign Up Request | Simple | 2 |
| 13.2 | Approve/Reject Sign Up Request | Medium | 4 |
| ***14*** | ***STAFF - Manage Landlord Account*** |  | **8** |
| 14.1 | Landlord List | Simple | 2 |
| 14.2 | Landlord Details | Medium | 4 |
| 14.3 | Change Active Status | Simple | 2 |
| ***15*** | ***STAFF - Manage Houses*** |  | **12** |
| 15.1 | View List of House | Simple | 2 |
| 15.2 | Filter list | Complex | 6 |
| 15.2.1 | Filter by Area | Medium | 3 |
| 15.2.2 | Filter by Availability Status | Medium | 3 |
| 15.3 | View List of Reported House | Medium | 4 |
| 15.3.1 | Change Active Status | Simple | 2 |
| 15.3.2 | List of Reports | Simple | 2 |
| ***Total Estimated Effort (man-days)*** | | | ***337*** |

### 1.2 Project Objectives

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **#** | **Testing Stage** | **Test Coverage** | **No. of Defects** | **% of Defect** | **Notes** |
| 1 | Reviewing | 100% | 20 | 45% |  |
| 2 | Unit Test | 100% | 9 | 20.5% |  |
| 3 | Integration Test | 100% | 9 | 20.5% |  |
| 4 | System Test | 100% | 3 | 7% |  |
| 5 | Acceptance Test | 100% | 3 | 7% |  |

**Milestone Timelines (%): 100**

**Allocated Effort (man-days): 337**

### 1.3 Project Risks

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **#** | **Risk Description** | **Impact** | **Possibility** | **Response Plans** |
| 1 | Miss Deadline | Severe | High | Working over time |
| 2 | Requirement Change | Severe | Medium | Adjust Task and Schedule |

## 2. Management Approach

### 2.1 Project Process



*Figure 2-1: Iterative and Incremental Software Process Model*

down and

team

members

cannot

submit work

or merge

code.

isolated

development

environment and

have an offline copy

of the

documentation.

such as 3G, 4G.

2. Management Approach

2.1 Project Process

After researching the software development model carefully, the project will use the

Iterative and Incremental Software Process Model. In an Iterative & Incremental model, initially, a

partial implementation of a total system is constructed so that it will be in a deliverable state. The

Iterative & Incremental model is mostly used when the scope of the project is big, the major

requirements are defined clearly, some more details will be added later in software development.

By using this software process model, we break down the developing system task into a series of

smaller tasks which will be completed separately, allowing us to take advantage of what was

learned during the development of earlier parts of the system. The reasons for the project to

choose this model are:

Based on recommendation of supervisor and actual situation of the project, the FHF Project team chooses to use the Iterative and Incremental Software Process Model. In an Iterative and Incremental model, initially, a partial implementation of a total system is constructed so that it will be in a deliverable state. The Iterative and Incremental model is mostly used when the scope of the project is big, the major requirements are defined clearly, some more details will be added later in software development, which is the case of this project. By using this software process model, we break down the developing system task into a series of smaller tasks which will be completed separately, allowing us to take advantage of what was learned during the development of earlier parts of the system.

The reasons for the project to choose this model are:

* You can develop some main functions that prioritize requirements first.
* Requirements changes can be easily accommodated.
* Testing and debugging during smaller iterations is easy.
* Client can give input to every item increment, accordingly maintaining a strategic distance from differences toward finish of improvement.

### 2.2 Quality Management

To improve the quality of the project, these approaches are included:

* Defect Prevention
* Unit Testing
* Integration Testing
* System Testing
* Acceptance Testing

### 2.3 Training Plan

|  |  |  |  |
| --- | --- | --- | --- |
| Training Area | Participants | When, Duration | Waiver Criteria |
| Angular 12 | All Member | 11/09/2022 - 17/09/2022 | Mandatory |
| Git, Github | All Member | 09/09/2022 | Mandatory |

## 3. Project Deliverables

|  |  |  |  |
| --- | --- | --- | --- |
| **#** | **Deliverable** | **Due Date** | **Notes** |
| 1 | Product Vision  Basic Use case  System actors  Report 1 | 10/09/2022 | Initiate Project |
| 2 | Project Scope  Requirements  Business Rules | 15/09/2022 | Customer Meeting  Functional Requirements  Non-functional Requirements |
| 3 | Plan and Schedule  Report 2 | 08/10/2022 |  |
| 4 | System Design  Report 3  Report 4 | 15/10/2022 | Screen Design  Architectural Design  Database Design  Etc. |
| 5 | Sprint 1 | 22/10/2022 | Coding  Unit Testing  Integration Testing |
| 6 | Sprint 2 | 05/11/2022 | Coding  Unit Testing  Integration Testing |
| 7 | Sprint 3 | 19/11/2022 | Coding  Unit Testing  Integration Testing  System Testing  User Acceptance Testing |
| 8 | Sprint 4 | 26/11/2022 | Coding  Unit Testing  Integration Testing  System Testing  User Acceptance Testing |
| 9 | Sprint 5 | 03/12/2022 | System Testing  User Acceptance Testing  Deploy Final Product |
| 10 | Final Report  Final Product  User Guides  Presentation | 10/12/2022 |  |

## 4. Responsibility Assignments

*D~Do; R~Review; S~Support; I~Informed; <blank>- Omitted*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Responsibility** | **GiangNTHE153046** | **HuyenBNHE150346** | **ThongPQHE150340** | **AnNTHE150432** | **KienNTHE150160** |
| Collect Requirements | R,D | D | D | D | D |
| Prepare Project Introduction Document | R,D | I | D | I | I |
| Prepare Project Management Plan | R | D | I | D | R |
| Prepare SRS Document (User Requirements) | R,D | I | I | I | D |
| Create Screen Mockups | R,D | D | D | D | D |
| Design Database | R,D | D | D | D | D |
| Collect Administrative Unit Data | D | I | I | I | I |
| Draw Use Case Diagram | R | D | I | I | I |
| Coge Function Login | R | I | I | D | I |
| Dram Entity Relationship Diagram | R | D | I | I | I |
| Draw Screen Flow Diagrams | D | I | I | I | I |

## 5. Project Communications

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Communication Item** | **Who/ Target** | **Purpose** | **When, Frequency** | **Type, Tool, Method(s)** |
| Daily Meeting | All team members | - Checking progress of assigned tasks  - Finding solutions for difficult problems | 9 p.m everyday | Discord |
| Assign Tasks | All team members | - Project Manager assigns tasks to other team members | Everyday | Jira |
| Weekly Meeting With Supervisor | All team members, supervisor | - Checking progress of project  - Plan upcoming tasks  - Update requirements | Once a week | Offline |
| Meeting with Supervisor and Client | All team members, supervisor, client | - Clarify user requirements, roles & project scope | 16/09/2022  13/09/2022 | Offline |

  
*Meeting with Supervisor and Staffs of the University (13/09/2022)*

*   
Meeting at the University’s Enrollment day (16/09/2022)*

## 6. Configuration Management

### 6.1 Document Management

* Management Tools:
  + Google Drive
  + OneDrive
  + GitHub
* Team leader assigns and describes tasks through Facebook & Discords. All Documents will be submitted to management tools to keep track of changes. Team leader then collects them all to submit to the mentor.

### 6.2 Source Code Management

* Management Tools:
  + GitHub
* Team leader assigns and describes tasks through Facebook & Discords. All source code will be pushed to Github for version control. Team leader then pull it back to run on deployment environment.

### 6.3 Tools & Infrastructures

|  |  |
| --- | --- |
| **Category** | **Tools / Infrastructure** |
| **Technology** | Angular 12 (FrontEnd); C# .NET 5 (BackEnd) |
| **Database** | Microsoft SQL Server |
| **IDEs/Editors** | Visual Studio Code; Visual Studio |
| **Diagramming** | DrawIO; Mindmeister |
| **Documentation** | Ms Office;, Google Docs; Microsoft Office |
| **Version Control** | GitHub (Source Codes), Google Drive (Documents); OneDrive (Documents) |
| **Deployment server** |  |
| **Project management** | Jira (Schedule, Tasks, Defects) |
| **UI/UX Design** | Figma |