Software Project Management Plan:

CS 3321 Software Engineering LMS – Chang

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Overview

**Purpose, Scope, and Objectives.**

The objective of this project is to produce a functional and implementable Learning Management System (LMS) based on the guidelines set forth by Dr. Yuchou Chang in his CS 3321 Software Engineering Course. The completed project will allow both students and professors access to course information such as grades and assignments. In addition, it will allow for professors to modify enrollment status and grades for students.

# **Assumptions and Constraints.**

The project deadline of 12/01/2018 must be met.

The project must be user friendly.

The project functionality must be limited to what can be accomplished within the deadline.

The project must be completed in a collaborative manner within the selected group.

**Project Deliverables.**

The completed project, including all necessary documentation, will be delivered in full on December 1, 2018.

**Evolution of the Project Management Plan.**

All changes in the project management plan must be agreed to by a majority of the group before they are implemented. All changes should be documented to keep the project management plan correct and up to date.

Definitions and Acronyms **\*To be expanded\***

LMS – Learning Management System

GUI – Graphical User Interface

SPMP – Software Project Management Plan

Project Organization

**Group Organization**

Democratic group organization will be used.

**Group Structure.**

The group responsible for the development of this project consists of Nina Lalonde, Anthony Vasquez, Joshua Artavia, Charles Biggers, and Dawood Ashraf.

**Roles and Responsibilities.**

Nina Lalonde is responsible for the development of the Graphical User Interface (GUI) as well as managing testing and quality assurance. Anthony Vasquez is overseeing development of the GUI as well as documentation such as the Class, Collaboration, and Sequence Diagrams. Joshua Artavia is in charge of all documentation as well as overall team organization. Charles Biggers is responsible for the development of the Software Project Management Plan (SPMP), test cases, and any integration between the GUI and the database. Dawood Ashraf is the primary engineer overseeing the development of the database as well as the data access tools.

Work Activities and Schedule Allocation

**Week 1** (Completed) Introduction to the project, teams assigned.

**Week 2 – 4** (Completed) Development of outline for project development, artifact requirements, and other necessary data. Implemented GitHub as version control tool.

**Week 5 – 8** Development and refining of functional segments of project. Creation of documentation library to coincide with the development of project artifacts.

**Week 9 – 10** Testing and integration of finalized project.

Technical Process Plans

**Life Cycle Model.**

The Waterfall Life Cycle Model will be used.

**Methods, Tools, and Techniques.**

The workflows within the project will be performed in accordance with the Unified Process. The project will be developed using C++ and HTML within Visual Studio. Data storage and retrieval will be performed using a combination of text files and C++. The GUI will be developed using Qt.