Software Project Management Plan for Art Prompt and Palette Generator

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Change History:

Version	Date	Author(s)	Changes
0.1	March 24, 2021	Nathalie Yap	• Initial Draft

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Part 1
Introduction

1.1. Project Summary

1.1.1. Purpose, Scope, and Objectives

The purpose of this project is to analyze the requirements of, design, and implement a web based application that creates randomized prompts and colour palettes that artists can use to create art when they want to draw but have no ideas.

The objectives of this project are as follows:

- complete the project by the due date
- submit the deliverables by the project due date
- fulfill all of the requirements of the project

1.2. Deliverables

The following deliverables will be produced by the due date of the project:

- Software Project Management Plan (SPMP)
- Project requirements
- Project use cases
- Design documents

1.3. SPMP Revisions

This document is a living document. Therefore, it will be subject to changes as the project moves forward. Any updates will be noted and pushed to the repository for this project.

1.4. References

IEEE Std 1058-1998, IEEE Standard for Software Project Management Plans, IEEE 1998

1.5. Definitions and Acronyms

Term	**Definition**
SPMP	Software Project Management Plan
WBS	Work Breakdown Structure

HTML	
CSS	

Part 2
Organizational Processes

2.1. Process Model

The project will be using a kanban framework to implement an adaptable development method. The team will use Trello to keep track of tasks to be done.

2.2. Organizational Structure

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2.3. Organizational Interfaces

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2.4. Project Responsibilities

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Part 3
Managerial Processes

3.1. Management Objectives and Priorities

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3.2. Assumptions, Dependencies and Constraints

The project is planned with the following assumptions:

- Third party software and already existing and available solutions can be used in the project as needed

The project is planned with the following constraints:

- The project must be completed by the due date
- The project is to be done as an individual
- The project cost must be kept to a minimum

3.3. Risk Management

- If the project becomes too difficult, the team will do research to find workarounds to simplify the project and may simplify the functionality of the project.

3.4. Monitoring and Controlling Mechanisms

?

Part 4
Technical Process

4.1. Methods, Tools and Techniques

The project will be using either firebase or wordpress to host the web app. The team has yet to make a sure decision.

The team will be using HTML, JavaScript, and CSS.

4.2. Software Documentation

There are several documents to be made and changed during the production of the project. These documents are the responsibility of the team's members. These documents include:

- Requirements
- SPMP

These documents will be made available on the project's repository page on github.

4.3. Project Support Functions

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Part 5
Description of Work Packages

5.1. Work Breakdown Structure

The work breakdown structure (WBS) summarizes the tasks and activities that need to be done to complete the project.

Appendix D

5.2. Task Interdependence

?

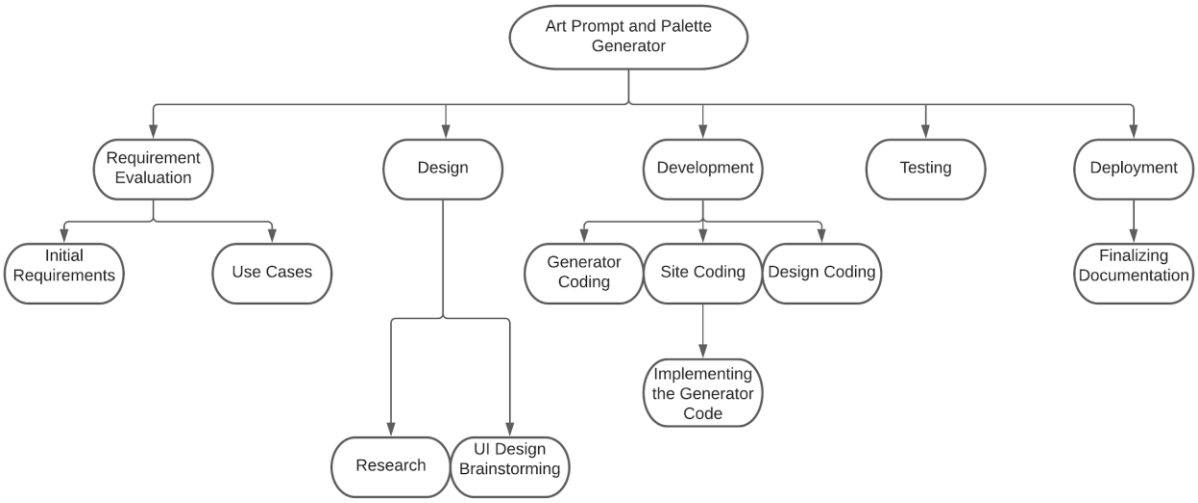
Appendices

Appendix A
Process Model

Appendix B
Internal Organizational Chart

Appendix C
Responsibility Assignment Matrix

Appendix D
Work Breakdown Structure


Art Prompt and Palette Generator
Requirement Evaluation
Design
Development
Testing
Deployment
Initial Requirements
Use Cases
Generator Coding
Site Coding
Design Coding
Finalizing Documentation
Implementing the Generator Code
Research
UI Design Brainstorming

Appendix E
Network Diagram

Appendix F
Organizational Interface Diagram