1. Introduction

The Software Project Management Plan for the individual project “SLICC” describes the management goals of the project and includes a description of deliverables, development and goals.

1.1 Project Summary

The objective of this project is the development of student loan interest website that provides a mechanism for students to pay back their student loans in a more efficient manner.

1.2 Project Deliverables

The project will a produce a website “SLICC’ that helps students pay back their loans much faster. Additionally, the site will be linked to their accounts so that they may have accurate updates for repayment.

The Following will be produce and a link to the repo submitted to blackboard.

- **Requirements**
  - Document describing the requirements of the client
- **Use Cases**
  - Document detailing the different users and their expected and alternative interactions with the website
- **Sequence Diagram**
  - Document detailing object interactions in sequence order of events
- **HLA, Class Diagram, & Interface Spec**
  - HLA: Simple High level Architecture representation
  - Class DIagram: Visual Representation of Code Classes, their attributes, and how they interact with each other
  - Interface Spec: Document of user interface in written form
- **Repo Setup**
  - Setup of GitHub as a repository for continuous integration.
- **Software Project Management Plan**
  - Document communicating expectations of project
- **A Final project Tech Status Presentation**
  - Technical presentation on current development and future proposals.
- **Tests**
- **Code Review**
- **Deployment Plan**
  - Document detailing how I will deploy the product and maintain it.

- **GitHub Usage**
    - Live demonstration to client that developer is proficient in GitHub

1.3 Evolution of the Software Project Management Plan

The SPMP is under version control. All proposed changes and updated versions of the plan are submitted on Bb.

1.4 Definitions and Acronyms

API - Applications Programming Interface
GUI - Graphical User Interface
Repo - repository management tool i.e. Github
SPMP - Software Project Management Plan

2.1 Process Model

The project was assigned on 02/03/2020 and ended at the completion of the semester 05/04/2020. The development process is organized with required deliverables to simulate a real development process. The developer will upload codebase to the repo and a link submitted to blackboard for our client. Both developer and client will have access to the repo and to the blackboard. All documents are under version control and deliverables are continually submitted until they meet the clients requirements.

2.1.1 Project Planning

Project planning includes description of project tasks, activities and functions, dependencies, resource requirements and a detailed schedule. This activity results in the software project management plan for the JAMES System. Another output of the planning phase is the project agreement, which is issued after the design activity is completed.

2.1.2 Requirements Analysis

I initially designed the project based on the proposed project. Throughout, the project I realized the lender played a significant role in the application and integrated lender information as well via login. The site and all documentation have been designed and altered to meet the client's needs.

2.1.3 System Design

The system is designed so that users can login to see their interest information. This is done by having the user information stored in a sql database. The sql database will also store necessary information like users personal information. The application on the site has been designed so that users information will be stored in the sql database for retrieving.

2.1.4 Analysis Review

I periodically reviewed the documentation and code to ensure it upheld the best developer standard. I also ensured functionality of the code by unit testing often. I tested often so that I can catch any bugs in the system and implement measures to fix them.

2.1.5 Client Project Review

On 05/01/2020 I will submit all documentation to the client for final review. On 05/01/2020 when I demonstrate the prototype I'll also discuss future plans of implementation with the client.

2.1.6 Functional Prototype Demonstration

I will prototype our implementation to the client on 05/04/2020. I will receive feedback from the client and implement any changes.

2.1.7 Object Design Phase

Each user is its own object with specific functions and permissions.

2.1.8. System Integration Prototype Demonstration

This activity involves the demonstration of a fully functional system prototype based on the subsystem decomposition. Each subsystem is represented by its service. All service

operations can be called by other subsystems using remote method invocation. The implementation of the services can be stubbed out.

2.1.9 Implementation

I am implementing the system by using WordPress and a sql database. The application is embed in the site and retrieves and stores information to the sql database as needed

2.1.10 Unit Testing

Unit testing is described in our unit testing document. Function tests of the system are done periodically to ensure functionality. By staying up to date on the unit testing I increased functionality throughout the project and can catch possible problems early.

2.1.11 System Integration

The website and sql integration is ensured by testing the functionality of the site that depends on it.

2.1.12 System Testing

System testing is completed by doing high level operations such as creating users. By staying up to date with systems testing I can ensure that our integration is functional and stable.

2.1.13 Client Presentation

At the Client presentation slides will be presented to a non technical audience. This presentation will be virtual on 05/04/2020.

2.2 Organizational Structure

Below are the roles in the development of ‘SLICC”

Oluseyi Yoloye is responsible for the entire development cycle. If you have any questions please contact her at oluseyi.yoloye@gmail.com.