

PRESTASIKU

PROJECT MANAGEMENT PLAN

State Polythecnic of Malang

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Version History

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1. Executive Summary

PrestasiKu is a web app that is used to overcome the problem of student achievement records that are not verified properly, and make it difficult for students to access their achievement records. The PrestasiKu project is expected to manage student academic and non-academic achievement records in a structured and transparent manner that can be easily accessed by students and verified by lecturers easily and accurately.

2. Project Management Approach and Governance

The team members in PrestasiKu project consist of several parts, here are the team members:

1. **Project Manager:** In charge of determining the application development timeline and ensuring that all tasks assigned to each team member run according to plan.
2. **System Analyst:** In charge of analyzing application needs, such as the flow needs of a business process, database design needs, and application architecture.
3. **UI/UX Designer:** In charge of creating an interface design that is efficient and easy to use by users.
4. **Backend Developer:** In charge of creating an API that will be used as an intermediary for communication between the website and the server.
5. **Frontend Developer:** In charge of creating a website interface according to the UI design that has been made and consuming data on the server via API.
6. **Quality Control:** In charge of ensuring that the application output is as expected by testing each part of the application that has been done.

2.1 Project Scope

Inclusions (What's Included):

1. Frontend Development

- Dashboard page (Student, Lecturer, and Admin).
- Achievement page (Student, Lecturer, and Admin).
- Account settings page (Student, Lecturer, and Admin).
- Master data management page (Student, Lecturer, and Admin).
- Login and register users.

2. Backend Development

- Authentication users with JWT.
- System management and verification students achievement data.
- System management users data.
- System management data master.
- Chart data.

3. Testing

- Manual testing.

4. Data Model

- Achievement recording of polinema students with supervisors.

Exclusions (What's Not Included):

1. Mobile app development.
2. Application hosting.
3. Polinema student achievement record without supervisor.

Constraints (Limitations):

1. **Time:** Project must be completed within 1 month.
2. **Cost:** The project only has a budget of 2 million rupiah.
3. **Technology:** The use of technology in the project is limited to Native PHP, JQuery AJAX, Bootstrap, and some additional libraries to help facilitate application development.

2.2 Deliverables

1. The PrestasiKu web app that is ready to use.
2. App usage documentation.

2.3 Work Breakdown Structure (WBS)

Here is the link for our WBS:

[https://drive.google.com/file/d/1Ckl1wAyuRNrqrk3k_4Q9KxEiYKJOS3T/view?usp=share link](https://drive.google.com/file/d/1Ckl1wAyuRNrqrk3k_4Q9KxEiYKJOS3T/view?usp=share_link)

2.4 Stakeholder Analysis

Stakeholder	Impact	Interest	Contributions	Strategy
Student	High	High	Manage they achievements data	Create manage achievement feature that is easy for students to use
Lecturer & Admin	High	High	Verification of achievement data submission from students	Create verification achievement feature that is easy for lecturer to use
Developer	High	High	Develop the PrestasiKu project	

2.5 Schedule Baseline

Here is the link for our schedule baseline in gantt chart preview:

<https://www.onlinegantt.com/>
[https://drive.google.com/file/d/1gn0muzclr_tdzgfThkY4_2GoPmUggnfO/view?usp=share link](https://drive.google.com/file/d/1gn0muzclr_tdzgfThkY4_2GoPmUggnfO/view?usp=share_link)

2.6 Milestone List

Milestone	Target	Description
Completion of System Requirements Analysis	20 November	Complete system requirements analysis and approved by the team.
Completion of UI/UX Design	27 November	Complete UI/UX Design and approved by the team.
Completion of API Development	1 Desember	Complete API development based on the results of system analysis by the Backend Developer.
Completion of Frontend Development	7 Desember	Complete frontend development based on the results of UI/UX Design.
Completion of Manual Testing	10 Desember	Complete manual testing based on project output standards.
Create App Usage Documentation	12 Desember	Complete creating app usage documentation for users.
User Acceptance Testing	16 Desember	Conduct user testing.

2.7 Change Management Plan

Changes are controlled and tracked through the change log and changes can only be made by Khen Muhammad Cahyo and Ahmad Adzin and approved by Mr. Yoga Pramana.

2.8 Project Scope Management Plan

The project scope can be managed by the Project Manager at where any changes are recorded in a log document. The scope of the project is measured by the success of each task based on the WBS document that has been created and to ensure the success of each feature, it is necessary to have a functionality test carried out by the Testing team. The final project can be approved by several stakeholders who have a high level of interest in the PrestasiKu project.

3. Communication Management Plan

Name	Title	Email	Phone Number
Mr. Yoga Pramana	Project Management Lecturer

4. Resource Management Plan

Name	Type
Laptop	Purchased
VPS 2GB 2 Core 256GB	Rented
Zoom	Rented

5. Human Resource Management Plan

For the PrestasiKu project, several staffs with expertise as described in section number 2 are required. The following is the detailed information for each expertise:

1. System Analyst:
 - **Hourly Rate:** Rp25.000
 - **Skill Requirements:** Experienced with UML Diagram, more than 1.5 years of experience.
2. UI/UX Designer:
 - **Hourly Rate:** Rp20.000
 - **Skill Requirements:** Experienced with auto layout, more than 1 year experience.
3. Frontend Developer:
 - **Hourly Rate:** Rp20.000
 - **Skill Requirements:** Experienced with HTML, CSS Bootstrap, JQuery & AJAX, more than 1 year experience.
4. Backend Developer:
 - **Hourly Rate:** Rp20.000
 - **Skill Requirements:** Experienced with PHP Native, know RESTFul API, more than 1 year experience.
5. Quality Control:
 - **Hourly Rate:** Rp10.000
 - **Skill Requirements:** More than 1 year of experience in website manual testing.

5.1 Project Staff List

Name	Title	Email	Phone
Khen Muhammad Cahyo	Frontend Developer, System Analyst, UI/UX Designer
Muhammad Khoirul Anwarudin	Backend Developer	
Bayu Putra Laksmana	UI/UX Designer
Ahmad Adzim	Quality Control

5.2 Resource Requirement Calendar

Each team member has approximately a total of 4 working hours in each day.

Role	November (18-30)	Desember (1-16)
System Analyst	48	64
UI/UX Designer	48	64
Frontend Developer	48	64
Backend Developer	48	64
Quality Control	36	52

6. Schedule Management Plan

To create an efficient schedule, we use WBS to divide the tasks into specific sections, and we use Gantt Chart to illustrate the schedule of development activities. For changes to the development schedule, changes can be made by Ahmad Adzin and approved by

7. Risk Management Plan

Risk	Level	Solution
High request in application	High	Improve the code, use caching methods, or increase server capacity.
Outputs have not been accepted by stakeholders.	Medium	Improve the website in accordance with suggestions from stakeholders.

8. Cost Baseline

Phase	Budget Total	Comments
Research	Rp300.000	Covers minimal expanses for printing and basic research materials
Figma Pro (Prototyping)	Rp260.000	For the purchase of figma pro untill 1 months.
VPS 2GB 2 Core 256GB	Rp400.000	For the purchase of VPS for deployment.
Zoom Pro	Rp130.000	For the purchase of zoom pro untill 1 months

9. Quality Baseline

Item	Acceptable Level	Comments
Mangement achievement data	High	Ensure the process of recording achievement data is running properly.
Achievment data verifications	High	Ensure that the student achievement verification process is running properly.
CRUD data master	Medium	Ensure the process of creating master data for website data needs runs well.
User account management	Low	Ensure that users can manage their accounts easily.
Auth (Login & Register)	High	Ensure that the user authentication and authorization process is running properly.