

Software Project Management Plan

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1. Introduction

Not long ago, IG won the 2018 League of Legends Global Finals. On the day of the game, President Wang was photographed while eating a hot dog. The photos were uploaded to the Internet and triggered a wave of discussion among netizens. This software project is based on this hot event to design a self-entertained "king of the hot dog" game.

1.1 Project overview

The project uses a cartoon version of the principal's character prototype to design a casual game, which is an online application applet. The gameplay is very magical. The player needs to control the position of the cartoon version of the principal of the king to move back and forth to pick up the hot dog that has fallen from the top of the screen, and to avoid the bomb being dropped. The game is divided into three levels of difficulty depending on the speed of the hot dog's falling speed and the number of bombs. Although the gameplay is simple, the magic sound design makes the game very funny.

1.2 Project deliverables

Deliverables	Delivery Time	Manager
System plan document	19-Mar-2019	Shuang Qin
Test plan	16-Apr -2019	Qiang Lin
Source code	30-Apr-2019	Qiang Lin
Testing report	7-May-2019	Huixiang Li
User documentation	14-May-2019	Manman Zhou

1.3 Evolution of this document

As the project continues to advance, the project management plan will need to be adjusted and updated based on actual project progress.

1. References - updated as necessary
2. Definitions, acronyms, and abbreviations - updated as necessary
3. Organizational Structure will be updated as the team leaders are assigned for each phase.
4. Technical Process - this section will be revised appropriately as the requirements and design decisions become clearer
5. Schedule - as the project progresses, the schedule will be updated accordingly

Revision History

Revision	Date	Updated By	Update Comments
01	3.12.2019	Entire team	First Draft
02	3.19.2019		

1.4 Definitions, acronyms, and abbreviations

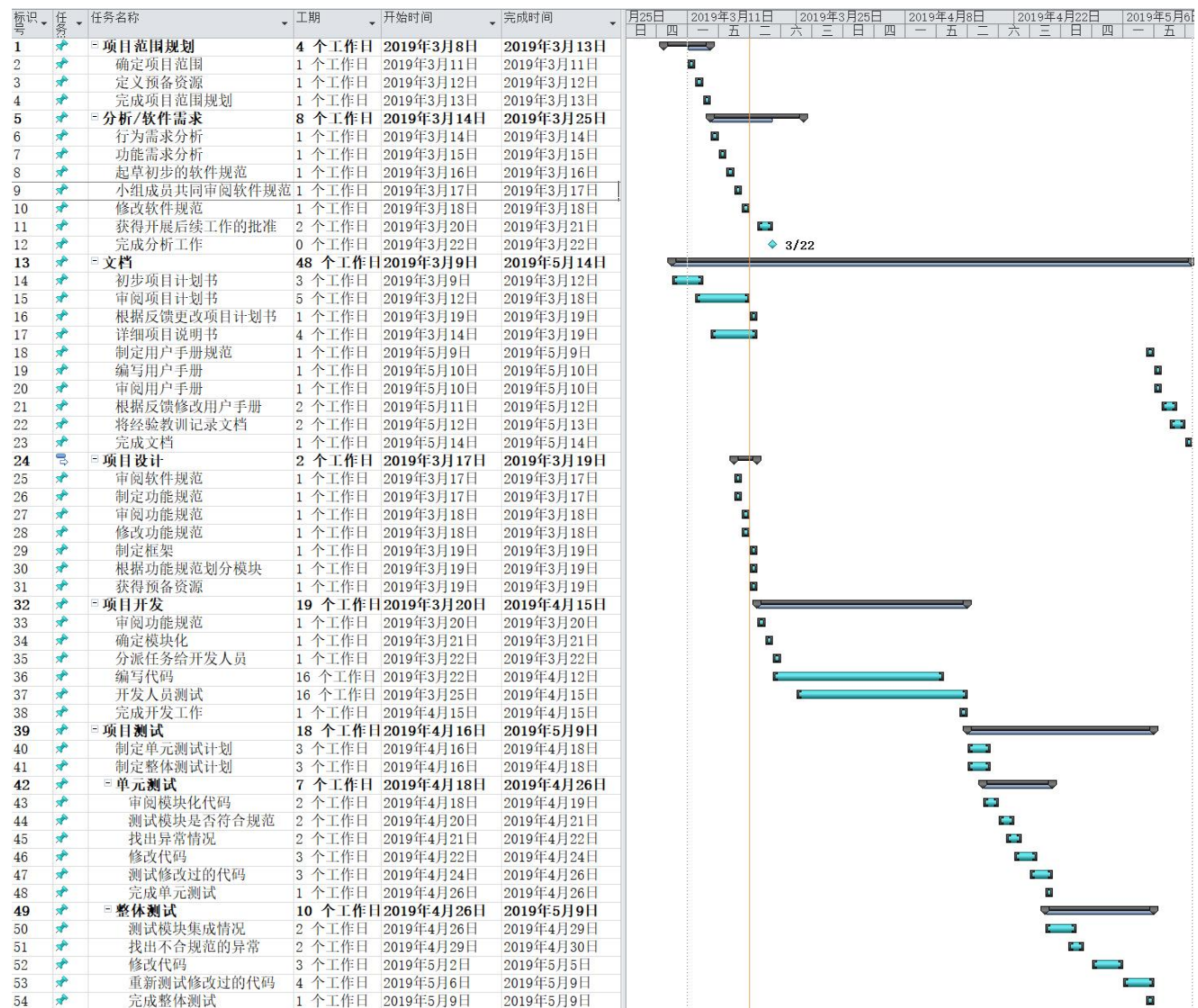
- 1.AD - Architectural Design
- 2.ADD - Architectural Design Document
- 3.Customer - President Wang picks up the hot dogs
- 4.DD - Detailed Design
- 5.DDD - Detailed Design Document
6. UID-User Interface Design
- 7.SQA - Software Quality Assurance
- 8.SR - Software Requirements
- 9.SRD - Software Requirements Document
- 10.UT - Unit Test

2. Project organization

2.1 Process model.

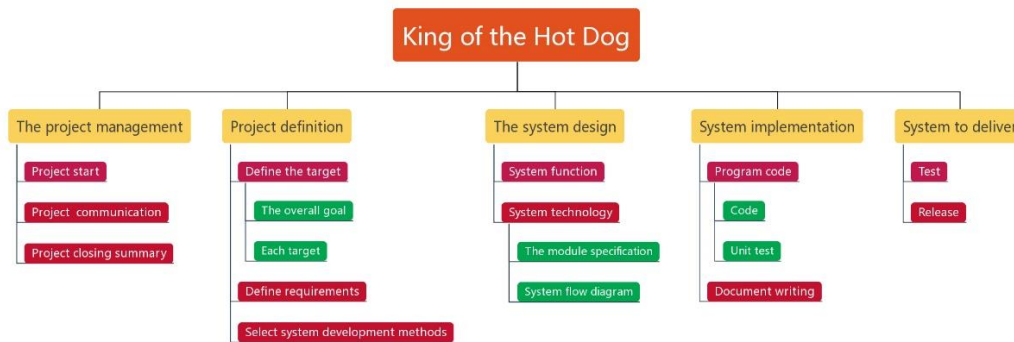
The project schedule will be managed within Gantt chart.

2.1.1 Gantt Chart



2.1.2 WBS Chart

The Work Breakdown Structure, or WBS, shows a hierarchical view of high level tasks in the project and highlights their relationships to one another.



2.2 Organization structure

Team Members:

Shuang Qin

Huixiang Li

Manman Zhou

Qiang Lin

2.3 Organizational boundaries and interfaces

Team leaders throughout each development of the phases will be responsible for coordinating team meetings, updates, communications, and team deliverables.

2.4 Project responsibilities

For the most vital responsibilities per phase of each team members, please refer to segment 2.2. Ultimately the whole complete development of project team is responsible for the successful delivery of the product. The team member tasks per deliverable according to expertise and the phases below:

1. Project Plan - Entire Team
2. Plan Presentation(PPT) –Shuang Qin
3. Detail design - Entire Team
4. Source Code – Qiang Lin
5. Test Plan – Huixiang Li

6. Final Deliverable – Manman Zhou

3. Goals & Scope

Goals provide the primary objectives for the project and help define the scope. The following two sections specify this project's prioritized goals and a series non-goals with explanations, in order to clarify scope, intentions, and direction of the project.

3.1 Goals

#	Goal	Priority
1	Game interface development	P1
2	Set up the overall project design framework	P1
3	The code	P1
4	Border packaging module	P1
5	Front end page beautification	P2
6	Animation control module	P1

3.2 Non-Goals

Defining non-goals clarifies the scope of the project by specifying attributes or functionality that are not in the scope of the project. The following table defines these non-goals and provides explanation as to why they are excluded for the project.

#	Non-Goal	Reasoning
1	Multi-browser support	Technical barriers and pressed for time
2	Mass user usage	This project is not market-oriented

4 .Managerial process

4.1 Management objectives and priorities

The management objective is to deliver the product in time and of high quality. The PM and QA work together to achieve this by respectively checking that process is made as planned and monitoring the quality of the product at various stages.

4.2 Assumptions, dependencies and constraint

In this project plan, a number of factors are taken into account. For these refer the following list shows the way milestones on various project phases that have scheduled:

1. The team budget of 4 peoples x 80 hours = 320 hours
2. The project deadline of May 14th

4.3 Risk management

This section mentions any potential risks for the project. Also, schedules or methods are defined to prevent or to reduce the risks as below:

1. Personal risk .Such as , Programmers take sick leave or abruptly resign.
2. Technical risks. Programming has hit a bottleneck, this is where programmers learn as quickly as possible to prevent project delays.
3. Communication. The communication among the team members was divided. At this time, the project manager should adjust the relationship between team members as soon as possible.

4.4 Monitoring and controlling mechanisms

The monitoring of progress is done by the PM using the following means:

1. Weekly project status meetings
2. Shared document repository
3. Project tracking by MS project plan
4. Tracking utilizing baselines in MS project

5. Milestones

Milestones number	Title	Forecast Start Date	Forecast Finish Date	Manager
1	System design documentation	9-Mar-2019	19-Mar-2019	Shuang Qin
2	UI Design	12-Mar-2019	22-Mar-2019	Shuang Qin
3	Learning programming languages	9-Mar-2019	19-Mar-2019	Entire team
4	Module Construction	15-Mar-2019	19-Mar-2019-	Qiang Lin
5	Mode code writing and testing	12-Mar-2019	12-Apr-2019	Qiang Lin
6	Module connection	12-Apr-2019	16-Apr-2019	Huixiang Li
7	Code Integration	16-Apr-2019	19-Apr-2019	Huixiang Li
8	Testing report writing	20-Apr-2019	23-Apr-2019	Manman Zhou
9	User documentation writing	20-Apr-2019	4-May-2019	Manman Zhou

Our schedule will be adjusted within the original scope as we progress.

6 .Technical process

6.1 Methods, tools and techniques

The project will be implemented utilizing V-model methodology and tools such as PyCharm, Git, Worktile and Tencent Online Doc will be utilized.

6.2 Software Documentation

Documentation such as project charter, Project Plan/ Design, Detail design, Test plan.

6.3 project support function

All project support documents will be completed in applicable phases.