Software Project Management Plan

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目录

1. Introduction

Not long ago, IG won the 2018 League of Legends Global Finals. On the day of the game, President Wang Sicong 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.

1.1Project 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

Devlivey	Date
Project Plan/ Design	12.03.2019
Detail design	19.03.2019
Test plan	16.04.2019
Release for product	07.05.2019
All doc	14.05.2019

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		

1.4Definitions, acronyms, and abbreviations

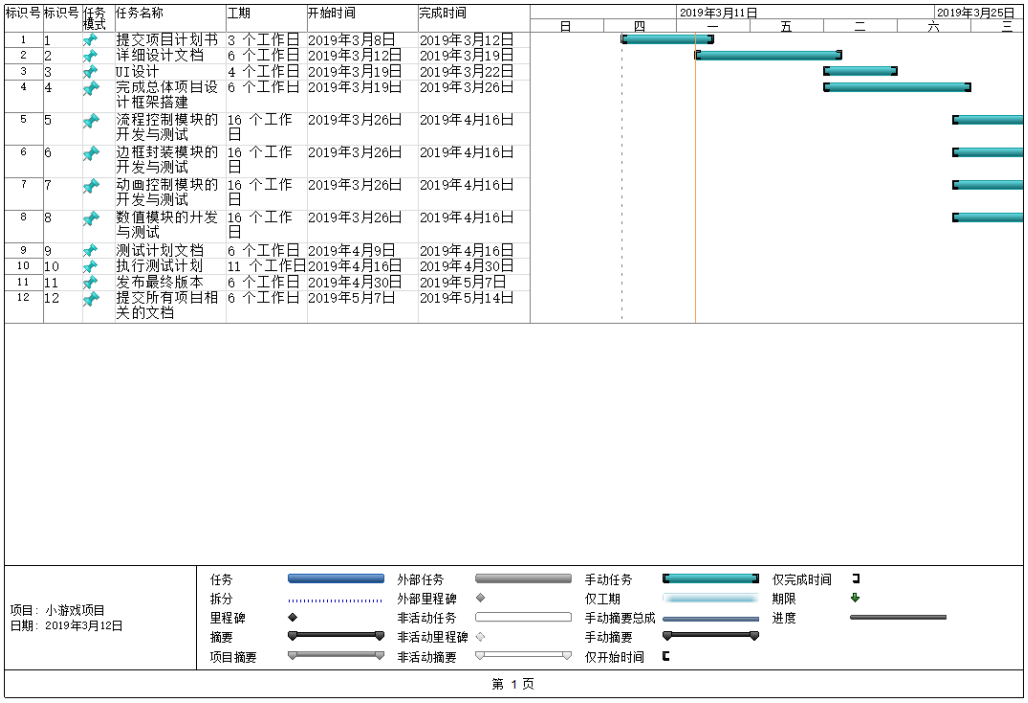
1.AD - Architectural Design
2.ADD - Architectural Design Document
3.Customer - President Wang picks up the hot dogs
4.DD - Detailed Design
5.DDD - Detailed Design Document
6. UID-User Interface Design
7.SQA - Software Quality Assurance
8.SR - Software Requirements
9.SRD - Software Requirements Document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

2. Project organization

2.1 Process model.

The project schedule will be managed within Gantt chart.

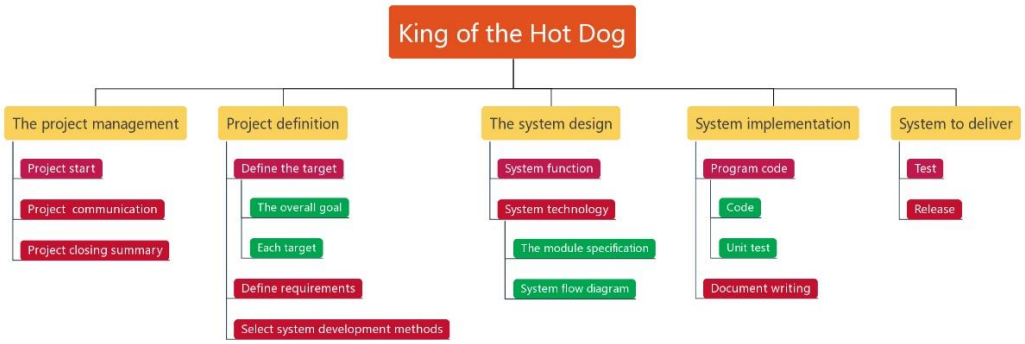
2.1.1 Gantt Chart



标识号	标识号	任务模式	任务名称	工期	开始时间	完成时间
1	1		提交项目计划书	3 个工作日	2019年3月8日	2019年3月12日
2	2		详细设计文档	6 个工作日	2019年3月12日	2019年3月19日
3	3		UI设计	4 个工作日	2019年3月19日	2019年3月22日
4	4		完成总体项目设计框架搭建	6 个工作日	2019年3月19日	2019年3月26日
5	5		流程控制模块的开发与测试	16 个工作日	2019年3月26日	2019年4月16日
6	6		边框封装模块的开发与测试	16 个工作日	2019年3月26日	2019年4月16日
7	7		动画控制模块的开发与测试	16 个工作日	2019年3月26日	2019年4月16日
8	8		数值模块的开发与测试	16 个工作日	2019年3月26日	2019年4月16日
9	9		测试计划文档	6 个工作日	2019年4月9日	2019年4月16日
10	10		执行测试计划	11 个工作日	2019年4月16日	2019年4月30日
11	11		发布最终版本	6 个工作日	2019年4月30日	2019年5月7日
12	12		提交所有项目相关的文档	6 个工作日	2019年5月7日	2019年5月14日

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:
覃爽
李慧香
周曼曼
林锵

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) – 覃爽
3. Detail design - Entire Team
4. Source Code – Entire Team
5. Test Plan – 林锵

6. Release for Product – 周曼曼
7. Final Deliverable - Entire Team

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	Process control module	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 contraint

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. Technology risk
2. People risk
3. Structure/process risk

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 respository
3. Project tracking by MS project plan
4. Tracking utilizing baselines in MS project

5. Project management

Manage the scope of work, potential risks, milestones and work process arrangements of software projects.

5.1 Milestone Plan

1. Project plan
2. Overall framework construction
3. Module development and testing
4. Software trial operation
5. Submit all project documents

5.2 Risk Management Plan

Project risk management refers to the science and art of identifying, distributing and responding to risks in the life cycle of a project in order to achieve the best objectives of the project. The goal of project risk management is to maximize potential opportunities or returns and minimize potential risks.

1. Personal commitment risk
2. Technical risks
3. Communication
4. Quantifying project risks

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.