Software Project Management Plan (SPMP) for Client-server Chatting Project

*Baseline version 0.1*

*Issued on : June 23, 2015*

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# Signature

The following signature indicates approval of the enclosed Software Project Management Plan.

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Arnold Aribowo

# Change History

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | **Date** | **Author** | **Changes** |
| 0.1 | June 23, 2015 | Group | Initial Version |
|  |  |  |  |

# Preface

This document delivers the proposed plan to be taken by our group to meet the needs of software to complete a project. In order to do so, we as a group will make a program using java programing language with various platforms (Notepad++ & NetBeans) to make our project ideas come to fruition.

This SPMP is intended to be used for the development of Client-server Chatting project. So the lecturer will know our project and how our group make the project to a reality.

***Important Notes for Soft-copy Viewing***

This copy of document are delivered in docx format, so please be aware that you must have Microsoft Office installed to your computer especially Microsoft Word if you want to see this document.

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# Chapter 1

**INTRODUCTION**

## 1.1 Project Overview

### 1.1.1 Purpose, Scope, and Objectives

The main purpose of this project is to analyze the requirements, design specifications, and maintenance of the software for the designated client.

All activities which are directly related to the purpose of this project are considered inside the scope.

The objectives of the project are mentioned as follows:

* Complete the project by the due date.
* Complete the project within or below the budget.
* Meet all the requirements that are mentioned in the project documentation.

### 1.1.2 Assumptions and Constraints

Here is the list of all assumptions that are made:

1. This project is a component of a larger project.
2. This project will deliver only the software components of the larger project.

Here is the list of all constraints that are made :

* Budget
  + $ 0
* Time
  + 2 weeks

### 1.1.3 Project Deliverables

The items that we want to deliver are:

* Software program, along with its environment and supporting libraries.
* Software documentation
  + Installation documentation
  + End-user documentation
* Installation of software program along with its environment and supporting libraries.
* Project documentation
  + Software Project Management Plan (SPMP)
  + Software Requirement Specification (SRS)
  + Software Design Description (SDD)
  + Software Test Documentation (STD)
  + Software Test Plan (STP)
  + Software Quality Assurance Plan (SQAP)
  + Software Configuration Management Plan (SCMP)

# Chapter 2

**PROJECT ORGANIZATION**

## 2.1 Software Process Model

This project will undergo the waterfall model because the entire project is plan-driven, so the activities must be schedule first before it was executed.

## 2.2 External Interfaces

Lecturer: Pujianto Yugopuspito

Assistant Lecturer: Robertus Hudi

Client: Arnold Aribowo

## 2.3 Internal Structure

Programmer: Kenny Wiratama, Rheinhard Brain

## 2.4 Roles and Responsibilities

Will be attached in Chapter 3.2 Responsibility Assignment Matrix (RAM)

## 2.5 Tools and Techniques

Operating System

* Microsoft Windows 8

Project Management

* Notepad++
* NetBeans

Documentation

* Microsoft Word 2013

# Chapter 3

**PROJECT MANAGEMENT PLAN**

## 3.1 Work Diagram

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID | Task | Start | Finish | Duration |
| 1 | Task distribution | 6/23/2015 | 6/24/2015 | 1 d |
| 2 | Problem analysis | 6/24/2015 | 6/26/2015 | 2 d |
| 3 | Design | 6/26/2015 | 6/30/2015 | 2 d |
| 4 | Implementation | 6/30/2015 | 7/2/2015 | 3 d |
| 5 | Maintenance | 7/2/2015 | 7/3/2015 | 1 d |
| 6 | Testing | 7/6/2015 | 7/7/2015 | 1 d |

## 

## 3.2 Responsibility Assignment Matrix (RAM)

|  |  |  |
| --- | --- | --- |
| Task | Kenny Wiratama | Rheinhard Brain |
| Task distribution | P | P |
| Problem analysis | P | P |
| Design | P | P |
| Implementation | P | P |
| Maintenance | P | P |
| Testing | R | I |

P: Participant

R: Review required

I: Input required

## 3.3 Activity Diagram

