Software Project Management Plan

UMKC Commerce Bank Marketplace
Last Change: 2/29/2024

Team Members

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Document Control

Change History

Revision	Change Date	Description of changes

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1 Overview

1.1 Purpose and Scope

The goal of this project is to create a Marketplace-style web application for UMKC users, through Commerce Bank. We decided on this project in particular because we felt it would provide a service to students that is not in place that would provide students a way to buy, sell, and list items that other students could find useful or necessary.

We have seen an issue with college students not having a wide enough reach when it comes to looking for something that they need, including things such as an apartment, a roommate, furnishing, books, and clothes. These are just a few examples and I am sure it doesn't stop there. By developing an application that could theoretically be used by all students, like we do for Handshake, and give users the option to opt-in then the user is directly connected to the UMKC base that utilize the application, which is our goal.

1.2 Goals and Objectives

Project Goals:
1. Create a web application that allows UMKC students to participate in an online marketplace that is connected to other UMKC students.

Project Objectives:
1. Create a database that represents a student's available funds.
2. Allow a user to create/edit their own listing.
3. When the user decides to purchase or sell an item, update their available funds to reflect that.
4. Allow the user to log in using their UMKC credentials.

1.3 Project Deliverables

The following items will be delivered by May 1st.
1. Source code for the application
2. System test cases
3. Test Plan

1.4 Assumptions and Constraints
Assumptions:

Constraints:

1.5 Schedule and Budget Summary

Insert Gantt Chart here

1.6 Success Criteria
- Everything works and is delivered on time
- Other things I guess

1.7 Definitions

Insert things we may need to define here, acronyms, abbreviations, etc.

1.8 Evolution of the Project Plan

This section describes plans for updating the project plan throughout the project.
Partial Example
Before the start of an iteration, the project plan will be updated to include a schedule of detailed tasks for the upcoming iteration. At the conclusion of an
iteration, the project plan will be updated to include the actual effort for each
completed task.

Risk mitigation efforts will be evaluated at the start of each iteration. Severe risks will be analyzed and added to the project plan as soon as they materialize.

2 Startup Plan
2.1 Team Organization

Insert team roles here:
Programmers (4):
^ I guess like this?

2.2 Project Communications

2.3 Technical Process

2.4 Tools

Programming Languages - HTML, JavaScript, CSS, Python
Version Control
Defect Tracking
Build Tools -
Automated Testing

3 Work Plan
3.1 Activities and Release
3.2 Release Plan
3.3 Iteration Plans
3.4 Budget

There is no budget for this project.

4 Control Plan
4.1 Monitoring and Control
4.2 Project Measurements

5 Supporting Process Plans
5.1 Risk Management Plan
5.2 Configuration Management Plan
5.3 Verification and Validation Plan
5.4 Product Acceptance Plan