**M4th Kids Configuration Management Plan**

**Version 1.0 approved**

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**M4th Kids**

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**1 Introduction:**

The M4thkids application is geared towards children ages 5-10 years. The goal of the application is to help teach and reinforce mathematical ideas that the user has learned during school. It focuses on helping the young users understand the physical application behind simple mathematical concepts, thus it focuses less on memorization than similar applications. It uses fun exercises and lessons to make it enjoyable for the child. It will not rely heavily on written descriptions since not all the children will know how to read complex language. We will incorporate fun shapes, colors and dessert graphics to keeps the user engaged.

**1.1 Purpose:**

The purpose of this document is to help teach and reinforce mathematical ideas that the user has learned in school.

**1.2 Scope:**

The scope of this application should be to have a more creative way of teaching math with the help of some background music, having different types of theme which are more knowledgeable for the kids

**1.3 System description:**

This application is geared towards children ages 5-10 years. It focuses on helping the young users understand the physical application behind simple mathematical concepts, thus it focuses less on memorization than similar applications. It uses fun exercises and lessons to make it enjoyable for the child. It will not rely heavily on written descriptions since not all the children will know how to read complex language. We will incorporate fun shapes, colors and dessert graphics to keeps the user engaged.

**2.** **Software configuration management -(SCM):**

* Android Studio 3.0 ·
* sprint backlog
* kanban board
* SRS
* product backlog

**2.1 Operating System:**

* Windows
* Mac
* Linux

**2.2 Storage & Retention**

Android studio

* OS version- Windows (32- or 64-bit)
* 3 GB RAM minimum, 8 GB RAM (recommended); plus 1 GB for the Android Emulator
* 2 GB of available disk space minimum, 4 GB Recommended (500 MB for IDE + 1.5 GB for Android SDK and emulator system image)
* 1280 x 800 minimum screen resolution
* Java version Java Development Kit (JDK) 8
* Api level 19 Kit Kat

**3.1 Configuration Status Documentation:**

Each team member has a different task and changes are made on the following documents. All the SCM activities which will be performed in this project

* Sprint Backlog
* Product Backlog
* Daily Scrum
* Team Member Report
* Sprint Review

The SCM should be scheduled right before the changes are made to keep track of progress.

**3.2 Configuration and compile instructions**

        The configurations needed for the devices to run will have to be at least Android 6.0 (API Level 23) and also support the latest version, Android 8.1 (API Level 27)

**4. Configuration Management Approach**

**4.1   Configuration Management Plan Maintenance**

To ensure that (CM) planning progresses, each team member will continue to work on the assigned Tasks. Product owner continues to manage the product backlog. Development team will continue to work with the product owner, Updating and pushing all new development to GitHub and ensuring document and tasks are completed on time. All team members will continue to practice scrum properly; scrum master will overseas the work done from the development team and also facilitate Both the product owner and development team work.

Daily scrum agendas will be followed by all team members and all documents from theproduct backlog, sprint backlog, Platform document, SRS, Use Case models, GRL, UCM Models and Sprint Review documents, will be updated if all or any changes are made.

**4.2 Roles & Responsibilities**

* Developer: Worked on Development
* Scrum Master: Set-Up meeting times and made agendas
* Product Owner: Organizes the product backlogs

**5. Constraint**

This product is limited by the amount of memory that the user has on their device. Without enough memory the user will not be able to download and run the software for the application. The application is also limited to touch screen devices, in order for the games to function optimally the user will have to have a device with a touch screen. It will also be limited to android devices. Another constraint is language, the math problems within the app will be written for an English speaking user.