**CSE 5325 – Software Project Management**

**Project Scope and Feasibility Analysis**

**Fall 2022 - Assignment #1**

**Project description**

**Phase 1 due: Thursday Sep. 22, 2022; 10:00 PM**

**Grading: 10%**

**Submission via: Canvas**

**GTA Information:** Mr. Adly Noore

**GTA E-Mail:** [axn2910@mavs.uta.edu](mailto:axn2910@mavs.uta.edu)

GTA E-mail is only for asking questions but not submission of assignment. Submission will be via Canvas.

For your first assignment, you will complete a “Project Scope and Feasibility” document based on the project listed at the end of this file. This assignment will focus on project scope and feasibility. For your selected project, **complete and submit the accompanied template for “Project Scope and Feasibility**” document. Subsequent assignments will also use the project listed below.

Please note that you will NOT be involved in coding in this class since the focus is Software Project Management. For the first assignment you must complete the “Project Scope and Feasibility” document individually. All assignments in this class will be done individually with the exception of final presentation where you have a choice of presenting solo or in pairs.

**Project description: Student Information Exchange (SIE):**

The upper administration of UTA has asked you to manage a team to design and implement a website and a corresponding android application for mobile users to help the students exchange information, form organizations/clubs, buy/sell/trade goods, and provide a means for profiting from this product (i.e. via selling ad space). You need to make this product easily adjustable/portable to other institutions in the future.

They would like to have this website & mobile app up and operational by Dec. 7, 2022. In addition to the minimum set of requirements listed below, they are open to any recommendation in functionality as well as look & feel of both the website and the android application.

Project Duration: 3 months (Start date: Sept. 7, 2022; Delivery: Dec. 7, 2022)

Minimum required functionality: The project must minimally include the following requirements. Client welcomes any additional functionality:

* Registration: Students must register before they can use the system. University ID can be used as member Id.
* Login: Members must login to use the system after initial registration.
* Payments: System should be able to handle payments (Credit cards only; You do not need to actually validate credit cards for this project, just make them 16 digits long)
* Form Clubs: System should allow members to form specific student organizations or clubs (e.g. chess club, math club, European students club, etc.).
* Buy and Sell: System should allow for buy/sell/lend/exchange of merchandise (e.g. books, house hold items such as TVs, furniture, etc.).
* Tutoring service: Members should be able to offer their tutoring services or seek a tutor using this system. Appropriate details such as tutoring areas (e.g. tutor for programing languages, Tennis or Piano lessons, etc.), price, schedule, tutor reviews must be included.
* Communication: System should allow for sending messages/e-mails to a single, subgroup or all members (e.g. Free Pizza at 12 in ERB 500, free movie showing in the student center, a great restaurant just opened next door, chess club tournament begins next week)
* Information Exchange: Exchange information about any topic, of course appropriate and within legal boundaries of a university setting such as: job postings, company hiring, class information, tutoring service, attending graduate programs, conference information, job fairs, subleasing apartments, sharing rides, etc. (anything goes)
* Search: You should be able to search for events or items
* Advertisements: System should provide advertising space (e.g. Local subway store offers specials or coupons to members). This could be a source of revenue from the app.
* Both the website and mobile app should have a great look & feel.
* A brief test plan and user manual must be provided with the final product.
* All project management and staffing issues should be considered.
* All software and hardware required for this project must be considered.

**Assumptions:**

* All users are over the age of 18 and a current UTA student
* Application initially free, advertisers pay for add space
* Ignore any legal or tax issue unless you decide to make profit from your project
* Ignore Post project maintenance issues
* You must present competitive bids for any hardware or software that you need to purchase

**Project Delivery phases:**

* Project Scope & Feasibility: Due 9/22/2022; 10 PM
* Detailed Project Plan: Due 10/20/2022; 10 PM
* Cost Estimation using COCOMO: Due 11/10/2022; 10PM