

Software Project Management Plan- Top Tech Gaming

1. Introduction

This introduction provides background information for the rest of the document. It briefly describes the project, the client deliverables, the project milestones, and expected document changes.

a. Project overview

This project is to create a website that acts as a portal that hosts stimulating games geared towards children under the age of eighteen. This website would support free access to minors with age verification and paid access to adults. In addition, it would also facilitate parent supervision, track top gamers, and game and monetary donations by developers and benefactors respectively.

b. Project deliverables

1. Project Management Plan	2019.02.11
2. Group Project Design Review	2019.02.25
3. Mid-semester Technical Status Presentation	2019.03.11
4. Final Presentations	2019.05.20
5. Teammate Evaluations	2019.05.20

c. Evolution of this document

This document will be updated as the project progresses. Updates should be expected in the following sections:

- i. **References** - updated as necessary
- ii. **Organizational Structure** will be updated as the team leaders are assigned for each phase.
- iii. **Technical Process** - this section will be revised appropriately as the requirements and design decisions become clearer
- iv. **Schedule** – as the project progresses, the schedule will be updated accordingly

Revision History

Revision	Date	Updated By	Update Comments
0.1	2019.02.10	Ajith V Keerikkattil	First Draft

d. References

- I. Software Project Management Proposal Template
www.utdallas.edu/~chung/...U07...Software_Project_Management_Plan_v1.1.doc
- II. Change Management Plan
http://www.macdesign.net/capella/ts3120/TS3120-Learning_Units/TS3120-Learning_Unit_10_Content/18-u10a1_FINAL-change_management_plan.html

2. Project organization

a. Process Model

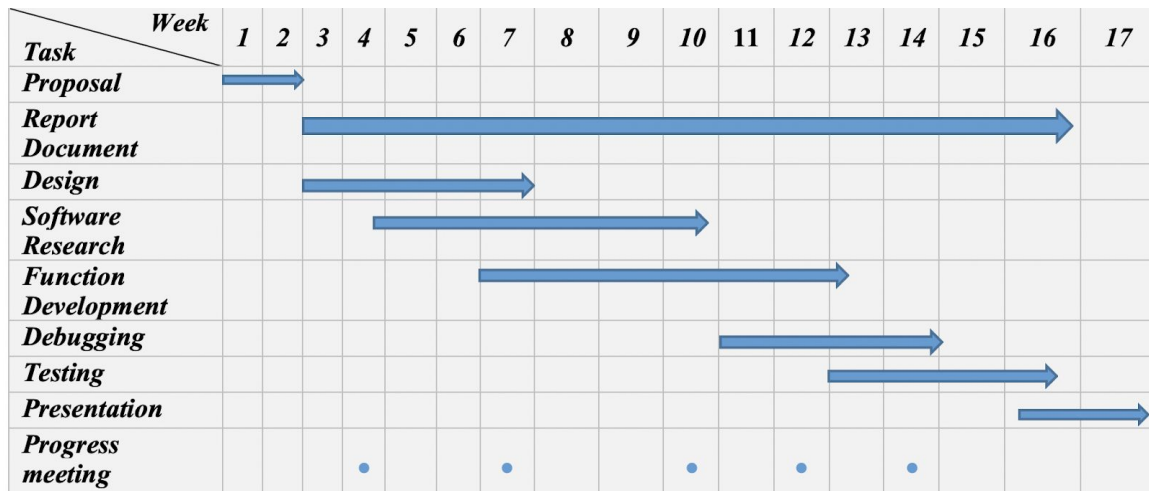
The process used for this project will be a hybrid method that incorporates Incremental Development and Component-Based Software Engineering. Incremental Development will allow us to develop the system in small increments and validate that the increment satisfies the requirements for that increment before moving on to additional requirements. This methodology will allow us to prove progress and produce the prototypes required for presentations. Component-Based Software Engineering will allow us to integrate licensed versions of existing software tools and APIs in the development of the website. This re-use will facilitate faster development which will allow us to stick to the tight developmental schedule.

b. Organizational Structure

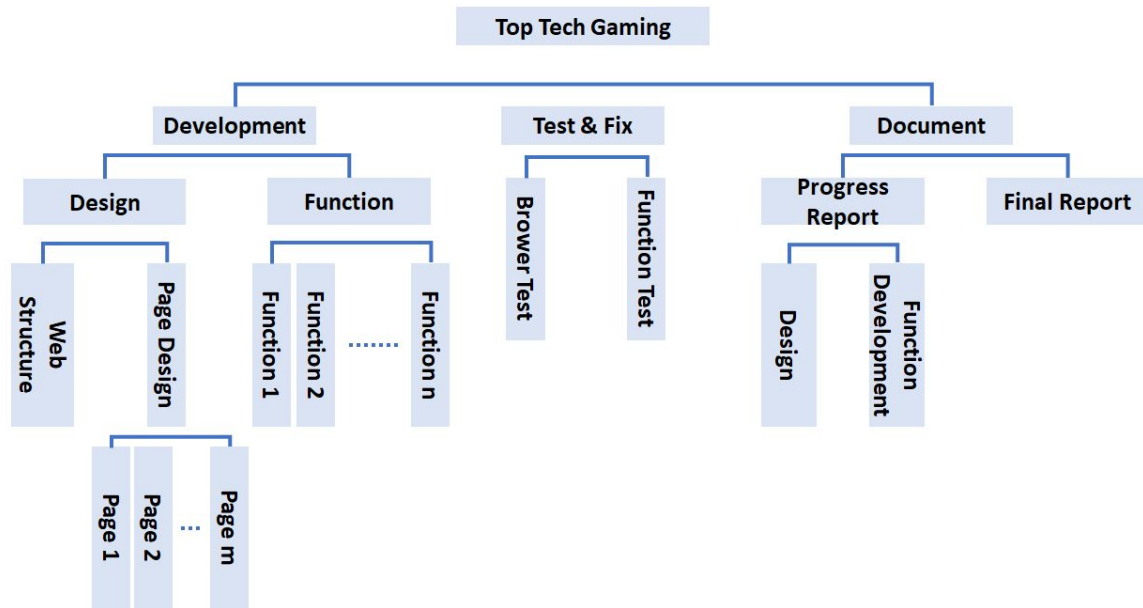
Team Members –

- I. Ajith V Keerikkattil
- II. Elias becker
- III. Steven Viar
- IV. Seunghui Jang
- V. Pildong Hwang
- VI. Member 6

c. Gantt Chart



d. Work Breakdown Structure



e. Change Management Plan

