CORDOVA PUBLIC COLLEGE

COLLEGE OF COMPUTER STUDIES

**Software Project Management Plan**

for

Campus Communication Web Platform

Documentation for Capstone Project

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## 1. Overview

## Project Summary

### 1.1.1. Purpose, scope and objectives

The primary objective of this document is to facilitate operation in communication and collaboration among students, teachers, staff, and administrators for academic and non-academic purposes. The platform is equipped with various features, such as posts, event, announcements, and messaging, which can be customized to meet the specific needs of different user groups and departments. The Main purpose is to ensure efficient connectivity within the campus community by providing users with easy access to the system through web or mobile interfaces.

* Improved communication within campus. This is achieved by providing a centralized location for information and communication, allowing members of the campus community to stay informed and connected with each other.
* This system makes whole communication in the school a lot easier.

**Objectives of the system is**:

* Enhancing communication – the system provides enhance communication by using user-friendly interface and relevant information.
* Efficient information flow - refers to the process of optimizing and improving the way information is shared and spread within a campus. By using most efficient and effective way of transmitting information.
* Improving efficiency – involves optimizing the flow of information to reduce unnecessary delays and miscommunication.

### 1.1.2. Assumptions and constraints

* The system should efficiently provide information.
* The system should be user-friendly
* The system should provide relevant information
* The project shall be finished in mid-December, a week before the capstone defense
* This project should function on any device
* The system shall require an internet connection for access

### 1.1.3. Project deliverables

All the list in this part will be provided by the campuscomm team:

* Finished product of the system
* Project documentation such as,
  + Software Requirements Specification (SRS)
  + Software Project Management Plan (SPMP)
  + Software Design Description (SDD)
  + Software Testing Development (STD)
  + User Manual

### 1.1.4. Schedule and budget summary

Campus Communication Web Project

|  |  |
| --- | --- |
| Milestone | Date (initiation / completion) |
| Project Initiation | February 202 |
| Project Proposal | May 2023 |
| Software Requirements Specifications (SRS) | May 2023 |
| Software Project Management Plan  (SPMP) | May 2023 |
| Software Design Description (SDD) | June 2023 |
| Software Project Implementation | November 2023 |
| Basic Software Testing | December 2023 |
| Software Testing Development (STD) | December 2023 |
| Project Completion | December 2023 |
| Project Presentation | December 2023 |

**BUDGET SUMMARY**

Budgeting of our project is necessary to complete the system, the budget for the system includes the expenses of each member, transportation, internet service and book compilation it also includes for capstone defense with an estimated total of 5,700 PHP.

## Definitions

|  |  |
| --- | --- |
| **ACRONYMS/TERMS** | **MEANING/DEFINITION** |
| SPMP | Software Project Management Plan |
| SRS | Software Requirements Specification |
| STD | Software Testing Development |
| UI | User Interface |
| PHP | A server-side scripting language commonly used for web development. |
| JavaScript | A programming language that enables interactive web pages and is commonly used for client-side scripting. |
| GitHub | A web-based platform for hosting and collaborating on Git repositories |
| Backend | The server-side of a software application responsible for processing requests, managing data, and ensuring application logic |
| SDD | Software Design Description |
| Capstone | A final project completed by students at the end of their academic program, often integrating and applying knowledge gained throughout the program |
| Git | A distributed version control system used for tracking changes in source code during software development. |

# Project organization

## External structure

CampusComm System

Alumni

Students

Teachers

DEAN  
CHAIRPERSON  
FACULTY  
REGISTRAR  
FULLTIME  
PART-TIME

BSIT

BSHM

BSED

BEED

ALUMNUS

## Internal structure

The internal structure of CampusComm Project team is devided by its labor of members here’s the general view of assign task to each member.

CampusComm Project team

UI Designer

Backend developer/Frontend developer

Documentation

Jezrael Suliano

Jhon Richard Bensi

Arnel Carcela

## 2.3. Roles and responsibilities

|  |  |
| --- | --- |
| **Member** | **Roles and Responsibilities** |
| Arnel L. Carcela | * Team Leader * Backend Developer * Frontend Developer * DataBase Designer |
| Jezrael T. Suliano | * Concept Thinker * UI Designer |
| Jhon Richard A. Bensi | * Documentation * Concept Thinker |

# **Managerial process plans**

## Start-up plan

### Estimation plan

The project's desired features and functionalities should be defined and documented. The development process should be broken down into manageable steps, such as UI design, authentication, communication channels, and information sharing. Finally, estimate the time and effort required for each task listed in the documentation. Take into account elements like task complexity, dependencies, and the resources needed for each one. It's important to allot a buffer or contingency time to accommodate for unforeseen delays, changes in requirements, or unexpected issues that may arise during the project. Consult with developers, designers, and other pertinent team members to obtain their input.

### Staffing plan

It's critical to evaluate the particular requirements of your project and allocate resources appropriately. Take into account elements like project scope, timeline, complexity, and team member competence and availability. In order to promote successful project execution, make sure the team members are communicating and working together effectively.

### 3.1.3 Resource Acquisition Plan

The project manager will lead the team in determining its need and orchestrating the identification of specific roles and skills required for the project. This includes defining each role in terms of the necessary skills, expertise, and qualifications, ensuring a comprehensive understanding of the team's composition to successfully execute the project.

## Work plan

### Work activities

|  |  |  |  |
| --- | --- | --- | --- |
| **CampusComm** |  |  |  |
| **Task name** | **Duration** | **Start** | **finish** |
| **Project Management** | 5 days | May 2023 | May 2023 |
| Brainstorming | 5 days | May 2023 | May 2023 |
| **Presentation** | 6 days |  |  |
| Preliminary Project Proposal | 3 days | May 2023 | May 2023 |
| Final Project Proposal Presentation | 3 days | May 2, 2023 | May 2, 2023 |
| **Define Role** | 1 day | May 2023 | May 2023 |
| Role Allocation | 1 day | May 2023 | May 2023 |
| **Prototype** | 12 days | May 2023 | May 2023 |
| Creating Prototype | 7 days | May 2023 | May 2023 |
| Revising Prototype | 5 days | May 2023 | May 2023 |
| **Documentation** | 39 days | May 2023 | May 2023 |
| Project Context | 2 days | May 2023 | May 2023 |
| Purpose & Description | 2 days | May 2023 | May 2023 |
| Objective | 1 day | May 2023 | May 2023 |
| Scope & Limitation | 1 day | May 2023 | May 2023 |
| Requirement Analysis | 6 days | May 2023 | May 2023 |
| Requirements Documentation | 1 day | May 2023 | May 2023 |
| Design Software | 12 days | May 2023 | May 2023 |
| ERD | 7 days | May 2023 | May 2023 |
| **Coding** |  |  |  |
| Interface design | 15 days | 6/5/23 | 6/23/23 |
| Login Features | 2 days | 6/12/23 | 6/14/23 |
| Register Features | 2 days | 6/12/23 | 6/14/23 |
| User-Home Features | 10 days | 6/19/23 | 6/30/23 |
| User Navigation Features | 3 days | 6/26/23 | 6/28/23 |
| Message Features | 15 days | 7/1/23 | 7/15/23 |
| Map feature | 15 days | 7/16/23 | 7/30/23 |
| Post Features | 10 days | 7/31/23 | 8/9/23 |
| Event Features | 10 days | 8/10/23 | 8/20/23 |
| Announcement Features | 10 days | 8/21/23 | 2/31/23 |
| Comment Features | 10 days | 9/1/23 | 9/10/23 |
| Report Features | 10 days | 9/11/23 | 9/20/23 |
| Notification feature | 10 days | 9/21/23 | 9/30/23 |
| Admin Home | 15 days | 10/1/23 | 10/15/23 |
| Admin User List | 15 days | 10/16/23 | 10/30/23 |
| Admin List | 15 days | 11/1/23 | 11/15/23 |
| Admin Report List | 15 days | 11/16/23 | 11/30/23 |
| **SOFTWARE TESTING** | 5 days | 12/1/23 | 12/5/23 |
| **SOFTWARE PRESENTATION** | 1 day? | December 2023 | December 2023 |

### 3.2.2 Schedule allocation

The Project duration is scheduled on the end of second semester of 3rd year and whole 1st semester of 4th year of the Bachelor of Science of Information technology with deliverables due on December 2023.

### 3.2.3. Resource allocation

Each member is giving enough time to create a functions and features, june and july we will provide time to implement the features that was plan, we will also allocate enough time to discuss the additional planning and problems.

### 3.2.4. Budget allocation

The has no plan for the budget yet because our project is purely coding but we will provide load to our member that do not have internet access.

# **Technical process plans**

## Process Model

When developing CampusComm, we have a process model that is to to use our documentation as basis to guide developer in processing features and other works, and we will adapt what will come in changes and unexpected challengers.

## 2.2 Planning phase

A campus communication platform can be an excellent tool for universities to facilitate communication among students, faculty, and staff.

Before moving forward with the development of such a platform, it's essential to go through the planning phase to ensure its success.

This could include facilitating communication between students and faculty, providing a platform Department to advertise their events, or creating a centralized platform for campus news and announcements.

Develop a Detailed Plan: Once you have a clear understanding of the platform's purpose and features, develop a detailed plan that outlines the development process, including timelines, resources, and milestones.

Consider working with a reputable software development firm with experience building similar platforms.

Test and Launch: Before launching the platform, it's essential to test it thoroughly to ensure that it's functioning as intended and meeting the objectives established in the planning phase.

### 2.2.1 Analysis phase

Target audience: Who are the primary users of the platform?

Understanding the target audience is crucial as it helps to tailor the platform's features and functionalities to their needs.

User interface and user experience: How user-friendly is the platform?

Integration with other campus systems: Does the platform integrate with other campus systems, such as the student information system or learning management system?

Does it comply with applicable privacy laws and regulations?

This could include training sessions, promotional campaigns, and ongoing support and maintenance.

### Design phase

Designing a web-based campus communication platform requires careful planning and consideration of the needs of the users.

Understanding the needs of each group is crucial in designing a platform that meets their requirements.

Determine the features: Based on the user groups, determine the features that the platform should have.

Use the wireframe to map out the platform's main pages, including the homepage, user profiles, messaging interface, and other key features.

The platform should be user-friendly and accessible to all users.

### 2.2.3 Implementation phase

Implementing a web-based campus communication platform can be a complex process, but with careful planning and execution, it can be a valuable addition to any educational institution.

Here are some steps to consider during the implementation phase: Identify the needs and requirements of the campus community: Before starting the implementation process, it is essential to understand the needs of the campus community.

Roll out the platform: After the platform has been set up and users have been trained, it is time to roll it out to the campus community.

Monitor usage: It is important to monitor usage of the platform to ensure it is being used effectively and to identify any areas for improvement.

This can be done through surveys, focus groups, and feedback from users.

### 2.2.4 Testing phase

Define testing objectives: Start by defining what you want to achieve through testing.

Conduct tests for all key features of the platform and identify any bugs or issues that need to be addressed.

Conduct performance testing: This type of testing focuses on evaluating the platform's performance under different conditions, such as heavy user traffic.

It helps identify usability issues that could impact user adoption and satisfaction.

This helps ensure that they are addressed in a timely manner.

### 2.2.5 Maintenance phase

During the maintenance phase of a web-based campus communication platform, the primary goal is to ensure that the platform is functioning correctly and efficiently.

Server maintenance: The platform's server(s) need to be maintained regularly to ensure the platform's reliability and performance.

Server maintenance may include tasks such as updating the operating system, configuring firewall settings, and monitoring server logs for any potential issues.

User support: Users may experience problems or have questions regarding the platform's usage.

The support team should be responsive and provide quick solutions to user problems.

## 2.3 Methods, tools, and techniques

Method use in this project we will using git and GitHub in collaborating with members, Technologies use in creating the system is php and JavaScript for backend and frontend, for the database we use MSQL in query and fetching data.