<Foodie Web App>

Project Management Plan

<2><2023>

Version *<01>*

Revision History

Note: The revision history cycle begins once changes or enhancements are requested after the document has been baselined.

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# **1. Introduction**

This PMP describes the project management processes that <our team > will follow during execution of the <foodie web app > project. The project’s processes will align with plans and processes of the Project Management Accountability System (PMAS) Guide New processes will be defined for any management areas not covered by the PMAS Guide. This PMP will govern the management practices across the life of the project. As those practices evolve, this document will be updated to reflect the changes.

## **2. Project Overview**

Provide an executive summary of the project objectives, the product to be delivered, major work activities, major work products, major milestones, required resources

## **3. Scope Statements**

Foodies is a web based app provides a good source of restaurants so users can discover and order their food

|  |  |
| --- | --- |
| **In Scope** | **Out of Scope** |
| Login Page with the following features :  User email or ID & strong password  Admin email or ID & strong password  Use forget password feature | Login feature using mobile number or OTP |
| Sign up page using User email & strong password | Payment methods whether mastercard or visa and integration with any third party |
| integration,system and acceptance testing | unit testing |
| searching engine provide nearby restaurant according to user region | Credit card processing system. |

## 

## **4. Goals and Objectives**

Design high quality Foodie Web App take in consideration the following criteria

1. satisfy the customer by continuous delivery and early feedback
2. Review all work Products
3. Stick with all deadlines without any delay
4. Collaboration with customer for any updates
5. Apply traceability for all work products

**5. Assumptions & Constrains**

|  |  |  |  |
| --- | --- | --- | --- |
| no. | Assumptions | Customer comment | Status |
| 1 | There will be dedicated coach for this team |  |  |
| 2 | Team will be trained for tools and technologies used |  |  |
| 3 | User IDs are unique and auto generated by DB |  |  |
| 4 | User Password must contain more than 8 characters with special characters |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Status | customer comment | Assumptions | no. |
|  |  | There will be dedicated coach for this team | 1 |
|  |  | Team will be trained for tools and technologies used | 2 |
|  |  | User IDs are unique and auto generated by DB | 3 |
|  |  | User Password must contain more than 8 characters with special characters | 4 |

## **6. Project Lifecycle**

The life cycle we will use is “Agile methodology” with the following popular approaches:

* · Daily stand-up meetings
* · Using task board & Burndown charts
* · Deliver working software for each sprint

# **7. Tools**

1. configuration management : Github
2. Schedule: Google sheet
3. Task board: jira
4. Ui Design: Miro
5. Development : HTML,CSS,JS
6. Testing:Google sheet

# **8. Configuration management Strategy**

our purpose of configuration management is to identify, track and protect the project’s deliverables or products from unauthorised change. Configuration management is a discipline that gives precise control over the project

we are using

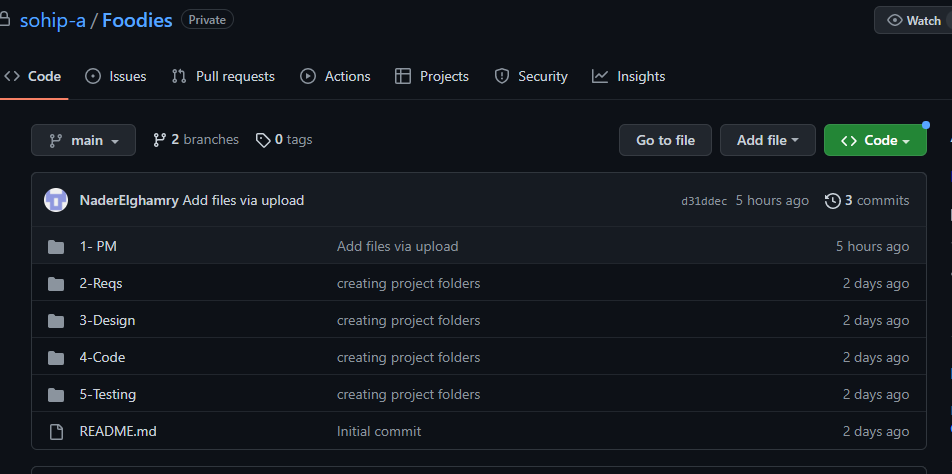
* distributed version control like Git and Github site to focus mainly about:
* · specify the versions of products in use and in existence and hold information on their status, who owns them and relationships between them
* · maintain an up-to-date record containing these pieces of information
* · control changes to the products ensuring that changes are made only with the agreement of appropriate named authorities

· audit the records to ensure that they contain the authorized products and only these products

2. configuration item list (CIL):

* · to maintain the last versions of the documentations
* · to maintain traceability of the work products

3. our folder structure as following



# **9. Testing Strategy**

Our test strategy is a set of instructions to explain and detail the test design and how to perform the test. An arrangement describes the approach for testing and answers what is required to complete and how to achieve it.

* Clearly stated goals:

Your testing activities must have clear and explicit aims. This will assist you in focusing your efforts and ensuring that you are testing the right things.

* Thorough testing:

Your testing plan should cover all product areas, including functionality, performance, security, and usability.

* Initial testing:

It is far easier and less expensive to address problems early in the development process, so it is critical to begin testing as soon as feasible.

* Collaboration:

It is required because testing must be done in collaboration. To guarantee that everyone is working toward the same goals, developers, testers, and other stakeholders must work closely together.

* Continuous testing:

Rather than being a one-time event, testing should be an ongoing process. This ensures that problems are identified and handled as soon as possible.

* User focus:

Your testing efforts should ensure that the product meets the needs and expectations of your users.

* Our testing strategy include:
* Purpose (defined by the user story).
* Objectives (test cases).
* Scope (what needs to be tested).
* Methods (how tests will be run).
* we use agile approach we also use scrum management framework which contain:
* Small iteration (Sprints )of a fixed length one week
* Product backlog that contain The prioritized list of planned product items
* Sprint Backlog that contain the highest priority items
* Our testing types and levels include:
* integration testing
* system testing
* acceptance (beta & alpha)
* functional and non-functional

# **10. Review Strategy**

Our purpose of review is to make examination to every work product in the project that may examined by a developer, tester, users also computers ,It provides a better view on the work product

Types of reviews using:

* · informal reviews
* · walkthrough reviews
* · pair programming
* · code review

we mainly focus on:

* · Defect Prevention is the main goal of the software as well as look out for the functionality of the software.
* · Review of the requirement specifications should be done carefully so as to evaluate the software as per required.
* · The list of questions should be clarified.

# **11. Risk Management Plan**

A risk management strategy is a key part of the [risk management lifecycle](https://www.ideagen.com/thought-leadership/blog/the-key-stages-to-the-risk-management-lifecycle). After identifying risks and assessing the likelihood or probability of them happening, as well as the impact they could have as the following:

**Probability**

* High – The probability of occurrence is greater than 80%
* Medium – The probability of occurrence is between 30% and 80%
* Low – The probability of occurrence is below 30%

**Impact**

* High – Risk that has the potential to greatly impact project cost, project schedule or performance.
* Medium – Risk that has the potential to slightly impact project cost, project schedule or performance.
* Low – Risk that has relatively little impact on cost, schedule, or performance.

you will need to decide how to treat them. The approach you decide to take is your risk management strategy. This is also sometimes referred to as risk treatment.

For each major risk, one of the following approaches will be selected to address it:

* Avoid – Eliminate the threat by eliminating the cause
* Mitigate – Is about reducing the probability of risk by taking certain actions in advance, it could be measures like adding more tests around the high-risk areas, making simpler designs, reducing complexity of components, having development checklists, or assigning best resources for developing risky modules/parts
* Accept – At times there is nothing one can do to avoid risk and project management team decides to deal with it if and when it occurs. Passive acceptance would be doing nothing about it at all. Active acceptance would be allocating specific contingency cost, schedule, resource budget for such risks.
* Transfer– Transfer some or all the risk, and ownership of response to a third party
* Escalate – Some risks will need to be addressed by a source, usually higher in the hierarchy, outside the project organization. Could be the sponsor, senior management, or someone else that needs to be engaged with by the performing organization

The level of risk on a project will be monitored, and reported throughout the project lifecycle by risk log.

# **12. Project Monitor Plan**

Project Monitoring refers to the process of keeping track of all project-related metrics including team performance and task duration, identifying potential problems and taking corrective actions necessary to ensure that the project is within scope, on budget and meets the specified deadlines

* hold daily standup meetings to follow up team progress & impedings
* Establishing clear deadlines will be helpful for measuring progress. Being clear about deadlines can help workers stay on track and complete tasks
* use real time Dashboards with task lists
* use traceability matrix between all project phases

# **13. Team structure**

|  |  |
| --- | --- |
| Name | Role |
| Sohib Ahmed | Team Leader |
| Nader Abdallah | Developer and Tester |
| Mahmoud el deghidy | Developer and Tester |
| Menna Hesham | Developer and Tester |
| Abduallah Ramadan | Developer and Tester |

Approval Signature

Signed: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Project Manager Date

Signed: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Business Sponsor Date

Template Revision History

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