Software Project Management Plan

Project: Exercise Education Website for U.S. Department of Education

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Version 1.0

Jay Clute

Sydney Pearce

Derek Valentin

Isaac Ajiborode

Dagi Nova

Emmanuel

Revision History

**Document History**

**Version Date Reason for Change**

0-0-1 02-28-2021 Creating first version of SPMP

Preface

The following Software Project Management Plan (SPMP) describes the proposed plan to be taken by Group 1 to complete the design and implementation of a working demo of the Exercise Education Website for the U.S. Department of Education according to the requirements specified by the client.

As such, the scope of this project includes all design and implementation by the team in order to get a functioning demo running by May 2021.

The SPMP is intended to be used by the U.S. Department of Education for the purpose of evaluating Group 1’s response and ideas to the proposed project requirements. Should Group 1’s response be accepted and chosen by the U.S. Department of Education to deliver the product, the SPMP shall also be used by Group 1 as a plan and guide for conducting the product, as well as a reference to project plans and processes.

Table of Contents

Title Page………………………………………………………………………………………….1

Revision History…………………………………………………………………………………..2

Preface……………………………………………………………………………………………..3

Table of Contents..………………………………………………………………………………...4

List of Figures……………………………………………………………………………………..5

List of Tables……………………………………………………………………………………...6

1. Introduction……………………………………………………………………………………..

1.1 Project Overview………………………………………………………………………

1.1.1 Executive Summary: Project Description and Summary……………………

1.2 Project Deliverables…………………………………………………………………..

1.2.1 Items to be delivered, dates, and locations…………………………………

List of Figures

List of Tables

1.1 Project Overview

Executive Summary:

The purpose of this project is to create a website for the U.S. Department of Education that educates children and young adults on the importance of exercise and nutrition. The website will be designed with a focus on student athletes, but will not be limited to only student athletes. The main concept of this website will be a game that educates the user on exercise, nutrition, etc. There will be many other functions to this website to make it more practical than just a gaming website. Students will be able to join teams, message friends, search for local gyms, hire personal trainers, and purchase workout plans or diet plans from trainers. Parents, coaches, and trainers can also create accounts on the website in order to monitor their child’s progress, talk and organize their team, and offer their services respectively.

1.2 Project Deliverables