

Communication Management Plan

Version 1.0

Date: February 9th, 2025

Project Name: Barber Shop Management System

1. Stakeholder communications requirements:

To ensure effective communication among all stakeholders, this plan outlines communication needs, formats, and responsibilities. The primary goal is to maintain transparency, facilitate collaboration, and ensure timely updates.

2. Communications summary:

| Stakeholders | Communication Name | Delivery Method/Format | Producer | Due/Frequency |
|-------------------------------|----------------------------|---|------------------------|------------------------------------|
| Project Management Team | Weekly Status Report | Virtual meeting over Teams | Emad Abbasi (PM) | Sunday afternoon at 11:30 PM |
| Sponsor & Product Owner | Weekly Progress Update | Virtual | Trinity Klein (APM) | Every Tuesday |
| Program Manager | Project Progress Report | Document submission + email update | Emad Abbasi | Every milestone deadline |
| General Stakeholders | Project Announcement | Email, Capstone Showcase presentation | Entire Team | End of Semester |

3. Comments/Guidelines:

Ensure all meeting notes and decisions are documented and shared via Teams or email. Use Azure DevOps for tracking project progress and issue logging. Encourage open communication and timely resolution of concerns.

4. Escalation procedures for resolving issues:

Step 1: Discuss issues within the team during meeting.

Step 2: If unresolved, escalate to the Project Manager (Emad Abbasi).

Step 3: If further escalation is needed, the Product Owner (Anthony Perla) will liaise with the sponsor.

Step 4: If a critical issue remains unresolved, it will be raised to the Program Manager for intervention.

5. Revision procedures for this document:

The document will be reviewed bi-weekly by the project manager and updated as needed. Changes must be approved by the project manager and product owner before implementation.

6. Glossary of common terminology:

Sprint: A fixed period for completing specific project tasks (usually two weeks).

UAT (User Acceptance Testing): The final phase of testing where the client verifies system functionality.

Agile: An iterative development methodology focused on incremental improvements.

Backlog: A prioritized list of features or tasks yet to be completed.