**SOFTWARE PROJECT MANAGEMENT PLAN (SPMP)**

Learning Management System (LMS)

University of Houston-Downtown

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CS 3321

**Contributors**

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Introduction

* This is a collaborative project that seeks to create a foundational *platform* application for management of student accounts and gradebooks by an admin.
  1. Project Overview
* The Learning Management System (LMS) allows for a user-friendly approach for anyone who uses it. This platform will manage registered students and their respective campuses administrators. Our product will be easily accessible and provided a safer and highly detailed system compared to Blackboard.
  1. Project Deliveries
* Our project delivery date is expected by the end of April 2020. This is enough time for the team to carefully plan what needs to be done.
  1. Evolution of Software Project Management
* Our programming team will develop the final product using a rapid-prototype approach. This will ensure that if any changes need to be made during and after product release date, our team will be ready to tackle the problem right away.

**Project Organization**

Process Model

* We decided to use the rapid-prototype approach. This approach helped the team have a greater understanding what needed to be built and changed at the same time. This would also give the client a feel on what is expected to be delivered.

2.1 Organizational Structure

* The structure we used was a chief program style approached since it was a small team.

2.2 Project Responsibilities

* We had a small team to build this project, so every programmer had many responsibilities during this project.

2.3 Project Responsibilities

* Chief Programmer: Tyler Hebert
  + Responsible for building the Learning Management System.
* Programmer: Sarita Sampath
  + Was responsible for designing and programming LMS.
* Secretary: Anthony Gomez
  + Was responsible for documenting and organizing files in a proper formatted manner.

**Managerial Process**

Management Objectives and Priorities

* Since our team decided on a Rapid Prototype approach, we were able to finish the LMS (Learning Management System) in a timely manner. This gave us an opportunity to show the client what we were working on and also receive feedback in the process. If any changes were to be made it would be possible.

3.1 Risk Management

* Since we finished our product on time, and before we showed our client. We decided to let another team member test it out for initial feedback. From there, our group will discuss any potential problems that may have occurred during the testing phase.

3.2 Staffing Approach

* All of the programmers and were chosen in class.

**Technical Process**

Methods, Tools and Techniques

* + For the project we all came to an agreement that the project would be Java based and use Eclipse for our editor. The libraries that we used were JavaFX 13 which helped us create the GUI (Graphical User Interface).

4.1 Software Requirements Specification SRS

* The specific requirements for building the LMS (Learning Management System) were precisely detailed by the client. These included administrator access which included student information to be stored in files. Admin has access to add/delete student information from a database. Student were able to access their own personal information.

4.2 Software Design Description SDD

* The major component that our team used was Text file, this is what we used for our database

**Conclusion**

* This SPMP (Software Project Management Plan) is a brief summary of what our team did through out the process of building the LMS (Learning Management System). We all communicated effectively and collaborated on each part to get the project done correctly.