**SOFTWARE PROJECT MANAGEMENT PLAN (SPMP)**

Learning Management System (LMS)

University of Houston-Downtown

Spring 2020

CS 3321

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1. 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**

1. 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

2.2 Project Responsibilities

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