Project Management Plan

Recipe Finder by Team Recipe Bytes

COP4331	Fall	2013

Home Template

Modification History

Version	Date	Who	Comment
v1.0	09/10/2013	Vincenzo Marconi	Setup Document and Formatting.
v1.1	09/10/2013	Vincenzo Marconi	Filled out the Project Overview to the Project Team Organization.
v1.2	09/13/2013	Vincenzo Marconi	Filled out the Deliverables to Tools and Computing Environment.
v1.3	09/14/2013	Vincenzo Marconi	Filled out the rest of the Document.
v1.4	09/16/2013	Vincenzo Marconi	Adjusted the Project Team Organization.
v1.5	09/16/2013	Vincenzo Marconi	Adjusted the Software Life Cycle Model.
v1.6	09/18/2013	Vincenzo Marconi	Adjusted the Configuration Management.

Team Members

Name	Email	Number	Web-Page
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Content of this Document

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Project Overview

The Recipe Finder project is aimed at developing a Recipe finding and browsing application that provides better more specific services than that of the already existing epicurious system. We aim at creating a simple easy to use interface that connects the busy college student with a real and broad selection of foods they can prepare or craft. While students can select the parameters to find a meal that suits their time and taste, the system provides nutritional facts regarding the students options and warnings about common allergens.

Reference Documents

- Please refer to the Concept of Operations Document

Applicable Standards

- Html Coding Standard: chosen to maintain the same structure for all documents. Same colors to maintain the same flow.
- C# Coding Standard: Chosen so everybodies code is readable, easier to maintain, and it reduces the chance of producing errors.
- Artifact Size: measured in Kilobytes (kB) and measure interaction and runtime in seconds. Any milestones and deliverables will be measured by the number of documents provided out of the number to be expected.

Project Team Organization

Team Members

Name	Role
Vincenzo Marconi	• Role: Project Manager, Website maintainer, Documenter • Skills: Fluent in HTML/CSS/JavaScript and C#
Josh Barnett	• Role: Tester, legal consultant • Skills: Troubleshooting, Data Inputing, software testing (creative mind)
Ronald Hyatt	• Role: Programmer, trainer, and involved in designing • Skills: Programmer, acceptance testing
Matt Bald	• Role: Tester, Database updater, documentation writer and Food taster • Skills: Patience, debugging, unit & acceptance testing
Rachel Kinner	• Role: Programmer, Food consultant, database designer • Skills: Communication skills, C# knowledge,

	organization
Brian McCormick	• Role: Programmer, Librarian, and Source Control Repository manager • Skills: Knowledge of Git, C#, and programmer

Methods of Communication:

Online

- FaceBook Processes Group
- Google Hangouts/Docs
- BitBucket

Face-To-Face

- Team Meetings at the Tech Commons on Wednesdays
- Team Meetings at the Class Lab on Fridays

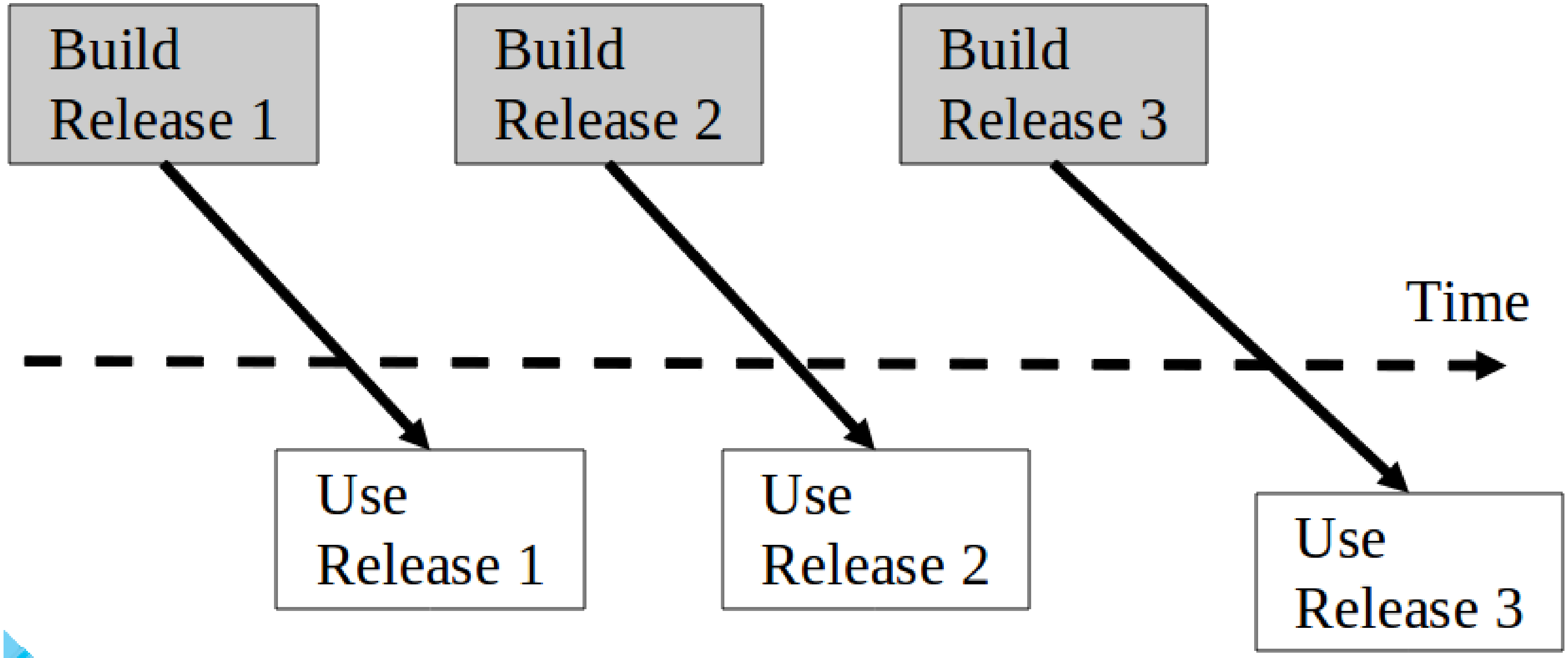
Deliverables

Artifact	Due Dates (some will have multiple deliveries)
Project Management Report	Every Wed.
ConOps	09/25/2013
Project Plan	09/25/2013
SRS	09/25/2013
High-Level Design	10/28/2013

Detailed Design	10/28/2013
Test Plan	09/25/2013
User's Manual	11/25/2013
Final Test Results	11/25/2013
Source, Executable, Build Instructions	11/25/2013
Project Legacy	11/25/2013

Software Life Cycle

We are using a Phased Development Life Cycle Model because we believe that building the individual components of application will be built one by one and implemented into production. We will begin with very primitive functionality of just a search with a small GUI and gear that towards a more comfortable and flexible system that provides interacting with the output information (See Below for Functional Units).



Tools and Computing Environment

- OS: Windows (preferably Win 8, and no version before XP)
- Language: C#, and HTML/CSS (Might be subject to change)
- Compilers/Environments: Visual Studio 2012, Coda 2
- Tools: Adobe Tool Suite
- Libraries: Standard C# Libraries provided by Visual Studio 2012

Configuration Management

- Source control for C# will be handled via a webpage called BitBucket where Visual Studio will be configured to link to it and report changes via the Source Control program Git. Brian McCormick will be maintaining the Bitbucket website.

- There will also be source control for the HTML/CSS documentation via Bitbucket using Git. Vincenzo Marconi will be maintaining that website.

Quality Assurance

Every wednesday we will discuss individual and group progress, what it means and what it may lead to.
Fridays will be another work focused day, but towards the end of the meeting we will discuss how everybody is doing and what we may do to improve either to balance workload, knit wounds, etc. The project manager, Vincenzo, will make sure these things are happening and log it in a 1-2 paragraph description once a week. Take another look

Risk Management

- Legal issues of extracting recipes from Rachel's Cook Book: Will be managed by giving full credit to the author of the recipes.
- Users Health: Will be managed by displaying clear food warnings on any necessary recipe (e.g. recipes containing common allergens like peanuts)
- Developers time management and meeting: Will be managed by setting up meetings at appropriate and workable hours without unneeded members

Table: Work Packages, Time Estimates, & Assignments

Project Broken down into stages/packages: (Each of these categories will occur asynchronously)
Database Development (Every week get 10-12 recipes developed)
This database will contain information on k types of text information, and pictures. (Discuss how many we should have) Main Application Features will be built in the order:
Search, Advanced Search, and Browse. Anything after will be Would-Like-to-have's
Search:

- Develop list to filter foods by: Different sets of m categories (Discuss m, and assign to somebody)
- Create GUI
- If necessary or desired revise Managing Result Content of Food Info Display
- Integration Testing

Browse:

- Using Categories developed from before develop flow of browsing: first tabs of food categories, then featured elements
- Integration Testing

Finish populating the server, work on GUI styling prettifying, and optimize program performance. Work on website product presentation.

PERT Chart

PERT CHART PDF

Technical Progress Metrics

The technical progress of the project will be measured by three primary metrics. The first progress metric will be the percentage of completed requirements per the Software Requirements Specification document. The second technical progress metric will be the completion of standard UML diagrams such as the use case diagram, class diagram and sequence diagram. The technical progress will also be measured by the completion of each development iteration following the phased development software life cycle model. These iterations will fully develop one of operational features as outlined by the Concept of Operations.

Plan: Tracking, Control, & Reporting of Progress

The entire team will meet weekly to discus individual time and activity, individual status information, individual issues and problems, and individual defects every Wednesday. Each week, the project manager will: examine the technical content of the work done to date; examine the technical progress metrics; consider the

QA results; reassess the potential project risks; and take corrective action if necessary. The project manager will issue a Project Management Report on the schedule as indicated in the deliverables section above. At a minimum, the Project Management Report will be generated every two weeks and will include the following information: 1 sentence description of overall status, 1 or 2 sentence of any planned changes to the project plan, graph of planned vs actual time, graph of planned vs actual for each technical progress metric, updated PERT chart.