PROJECT MANAGEMENT

In the development of the system, project management is a practical need and must be applied to identify the requirements or necessities of the product, and also be conscious of the possible outcomes in the implementation phase. This section discusses the hardware and software recommendations that are needed in install the application successfully and to run it with smooth performance. Also, it identifies the different user classes and its characteristics to know its targeted audience. It also explains the subject matters under product feasibility assessment which are marketing, management of personnel, economic, financial, and production. Time management is also incorporated to know how the team manages their time in the project, especially during the development and implementation phase. Finally, this chapter explains the communication, coordination, and team composition in the earlier and later production of the application.

1. Hardware Recommendations

Two phases require specifications for the application to operate according to its intended functions and features. These specifications are required to be met for the application to synchronize with the software tools. The following are the hardware specifications recommended for the user to utilize the application effectively. This section also explains the purpose and enumerates the different hardware necessary for the application.

1. Development

The Development phase is where the team based the application in concurrence with the hardware requirements. The list of hardware recommendations for the advancement of the application are as follows:

* Physical Memory (RAM) with minimum of 2GB
* Processor Intel® Celeron

1. Implementation

The application requires the same hardware specifications for the implementation phase. The ASEAN Aid Map is a web application which does not depend on particular hardware requirements once it operates. Users just need to connect to the internet to access it.

1. Software Recommendations

This section discusses the software specifications necessary for the team to develop the application. Software recommendation includes the software development tools used in building the functionalities and features of the application. This section also indicates the compatible operating system required by the application. The following are the software specifications needed in the development and implementation of the application:

* JetBrains WebStorm for application development
* Adobe Photoshop CC for designing the interfaces
* Sublime Text 3 for code editing
* Compatible with Windows, Mac, Android, and IOS

1. User Classes and Characteristics

ASEAN Aid Map is intended for the organizations focused on different sectors and for interested connections in particular projects. The implementation of the application would be on desktop computers, laptop, smartphones, and tablets. The application has two types of players specified for the application. These are the non-government organization and the public users.

1. Non-Government Organization (NGO)

The non-government organizations are the ones who would mainly use the application. They would be able to access and manipulate all of the features of the application including the creation of programs and projects.

1. Public Users

The public users are anyone who can access the website to gather certain information with regards to the established programs and projects of NGOs. They can only access a few features of the application like searching for existing programs and projects, and even the geographical information system map.

1. Product Feasibility Assessment

This section evaluates the requirements needed which involve the capacity and the beneficiaries of the application. This part also elaborates the management or personnel who are responsible for the administration, implementation, and maintenance of the application, the economic or financial which refers to all necessary works needed to develop and maintain the application, and the production which explains how the application works.

1. Marketing

One of the things done to make the product marketable is to work on the features of the application which would certainly depict an ASEAN related setting. The product and with accordance to its name should reflect the entire application itself as it would be the first thing that the consumers would perceive. Having an organized and user-friendly application, as well as a systematize flow of operations would probably entice users to make use of the product. The product should have an appearance and functions that would grab the attention of the users, and an easy to navigate interfaces to encourage further the users to explore the different product modules. Marketing also involves the creation of the logo for the application and the developers. The application logo has a wide spread hands with a globe on it. Specifically, the ASEAN countries are shown in the globe. It also means that through the use of the application, people and organizations in the ASEAN countries can reach out to help their fellowmen who are in need. The team or developers’ logo is consisting of a clipart of a calm looking Husky facing to the right which means that the team is on track. The team decided to use a Husky because it is a kind of dog which is intelligent yet humble and dependable in all its ways. The developers’ logo also includes the name of the team, Silent Underdogs, which means humble beginning. At the center of the name is the dog’s paw, which means that the team is remarkable. Aside from the outside appearance of the application, its features and functionalities would also come into play regarding marketing.

1. Management/Personnel

This section discusses the different people that would handle future requests for the application in the market. The personnel involved in the further development and marketing of the application are the programmer or developer and the designer. These people are the key to the development, deployment, and monitoring product market process of the application. These entities ensure reliable product considerable for production.

* 1. Programmer/Developer

The application programmer is the one that administrates the full functionality and features of the application. One of the tasks involves monitoring of the requests to the application based on the generated inputs of users. Another task is the maintenance and updates of the application based on the demand on the market. The programmer manages the application once implemented.

* 1. Designer

The designer is the one responsible for creating the interfaces of the application. The designer optimizes different editing software to make forms and layouts intended for the application. Another task of the designer is to incorporate the functions to their anticipated locations in the application. The designer should keep in mind as well of what should be the basis of the application design. The design outputs should correlate with the function and purpose of the application. Improving the design of the application when there are updates is also a work of the designer.

1. Economic/Financial

Financial is one of the factors that can affect the development and implementation of the application. It involves money which is one of the aspects required in developing applications because almost all software tools have a price and only a few are for free. This section discusses the cost for the development of the application.

The total cost for the advancement of the application is in two parts which are the hardware cost and software cost. For the hardware cost, the application requires a laptop with Intel Core 2 Duo processor, 4GB of RAM, and a graphics card which cost approximately P26,000. For the software cost, the developers would use JetBrainsWebstorm, which costs P3,010 per month for a total cost of P15,050 for five months. The developers would also use Adobe Photoshop CC, which costs P930 per month for a total cost of P4,650 for five months. The total software cost is P19,700. The total cost of both hardware and software for the development of the application is P45,700.

1. Production

Different NGO in various ASEAN states need a way to communicate with other organizations, and as well as improve the promotion of their programs and projects to attract collaborators and partners. The team has decided to develop a web based application which would aid the users in publicizing their programs and projects in an efficient way. Before marketing the application, the team conducted test runs using the application to check if the functionalities are working according to its intended purposes.

1. Time Management

The team has used the allotted time efficiently in working on the application. The team also made time for research with regards to the information needed for the application. The team used available resources such as time, money, and proficiency in developing the application. The team allotted time for analyzing, compiling, and revising the different chapters and parts of the documentation.

The Gantt chart consists of 35 weeks from July 2016 to February of 2017 with the following activities: title proposal, technical review, requirements gathering, scope formulation, prototyping, coding and testing, and finalization of the product. The activities are in sequence. The first activity performed for five weeks is the title proposal. After title proposal, the team did the technical review for two weeks. The team then gathered requirements and sources for three weeks after analyzing the strong points and weak points of different related systems. Scope formulation follows requirements gathering, which took three weeks is where the team discussed and formulated the scope out of the gathered requirements. Following the scope formulation is the prototyping which includes the designing of the interface that took three weeks. The application coding and testing come up which comprises the features and functionalities of the application and its evaluation. This activity took 16 weeks. Then, the finalization of the product wherein the application is prepared for presentation is done for six weeks.

1. Communication, Coordination, and Team Composition

In working with a team in developing a system, everyone must have communication and coordination for everyone to have an understanding and to achieve a good workflow. Knowing the roles of each member of the team is also important during the development phase. The following are the detailed explanation of communication, coordination, and team composition:

1. Communication

Good communication with your fellow members helps in establishing a good workflow in developing a system. It is during communication that the members can share their ideas and suggestions that might further improve some of the areas of the application.

The team communicates in both ways: virtually and through face-to-face communication. There are times when the members just can't be in one place at a time, so we make use of different social media like Facebook, Messenger, and Gmail/Google Drive. We also set schedules wherein we can meet up and work together in one place. During this time, some clarifications, questions, and further discussions take place as we work on the development of the application.

1. Coordination

Coordination is a must in a team. Without coordination, all the works would be out of sync and wasted. The team divides the workload for effectiveness. When a member completed the task assignment, the member uploads the file for it to be reviewed by the other associates for corrections or additional information. The team uses different social media like Facebook and Messenger to communicate and coordinate with each other.

1. Team Composition

The team has four job roles to perform to accomplish each task intended in developing the application. These four job responsibilities are the paper writer, the researcher, the programmer, and the designer. The task of the paper writer is to compose the document. The task of the researcher is to gather information used to develop the application. The designer is in-charge of the interfaces of the application, as well as the product marketing. The programmer creates the logic flow and the codes of the application. Elaborated in the succeeding sections are the functions or roles of the members.

* 1. Paper Writer

In composing the document, it is the role of the paper writer to write and arrange the contents of the document. He or she needs to communicate with the different members of the team to verify its contents and for additional information. The paper writer also ensures the grammar and sentence structures of the document to produce clear and understandable documentation.

* 1. Researcher

The researcher should look for sources which can be used by the team to improve further the application. The researcher also formulates and gathers the requirements of the application. It is his or her responsibility to provide or disseminate these sources to the different members of the group. The researcher is usually the first person to discover new ideas based on the information that they have found.

* 1. Programmer

The flow of the program, the codes, as well as the manipulation and maintenance of the application, is the task of the programmer. The programmer is the one who updates the backend of the application. It is also his or her task to ensure that the different functionalities of the application are working according to its intended purposes. The programmer of the application also handles any further implementation of the improvements in the functionalities and features of the application. His or her task is also to back up the source code of the application for security and further improvement of the application.

* 1. Designer

The creation and design of the interfaces of the application and the product marketing are the tasks of the designer. He or she must ensure that the designs are relevant to the application, and should attract the attention of the target users. He or she coordinates with the programmer of the application and work on the proper sequencing of the interfaces of the application.