FlixBook

Project Management Plan

COP 4331 Fall 2014

Modification History

Version	Date	Who	Comment
V0.0	9/14/14	Michael Wahlberg	Template
V1.0	9/15/14	Roman Larionov	Information Addition
V1.1	9/15/14	Michael Wahlberg	Information Addition
V1.2	9/18/14	Michael Wahlberg	Final check, updates

Team Name:

Members:

- Roman Larionov

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- Michael Pittman

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- Michael Wahlberg

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- Ramses Mederos

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- Benjamin Kirksey

Contents of This Document

Project Overview

MovieMagnet seeks to provide the user with the ability to access any information they may need to find a suggestion for a movie based on specific criteria, set reminders for themselves about upcoming features, and compile a list for themselves. When searching for a movie the user will be able to filter by genre, director, actor, and time frame. Suppose the user wishes to see a Mel Brooks movie, they can search for him and see which movies came out when and the full list. It provides the unique feature of reminding the user when a movie is coming on.Furthermore, it allows the user to compile a list of movies that they've already seen.

Reference Documents

Concept of Operations:

https://docs.google.com/document/d/10h4eL5RFY6uOj8fncMlCK3wGkM2105VWavw8gKjQqZU/edit

Test Plan

https://docs.google.com/document/d/1XuBbFU1NoBo0mex8ERB14YjE47mw-AIG6RXt0E18hW0/edit

Concept of Operations

https://docs.google.com/document/d/10h4eL5RFY6uOj8fncMlCK3wGkM2105VWavw8gKjQqZU/edit

Applicable Standards

We are going to follow the Stroustrup indent style guide throughout the entire code base. It is going to offer the most readability for all team members, which will improve the overall speed and efficiency of the group in general.

Project Team Organization

Our group is comprised of Michael Wahlberg, Roman Larionov, Lakshmidhar Chigurupati, Michael Pittman, Benjamin Kirksey, and Ramses Mederos

This is the composition and roles of each member:

Project Management:

- Roman Larionov
- Michael Wahlberg

Developers:

- Roman Larionov
- Lakshmidhar Chigurupati
- Michael Pittman
- Michael Wahlberg

- Ramses Mederos

Debugging/In-House Testing:

- Benjamin Kirksey

Deliverables

Artifact	Due Dates
Meeting Minutes	**11/25/14**
Individual Logs	**11/25/14**
Group Project Management Reports	**9/18/14**
ConOps	**9/18/14**
Project Plan	**9/18/14**
SRS	**9/18/14**
High-Level Design	**10/23/14**
Detailed Design	**10/23/14**
Test Plan	**9/18/14**
User's Manual	**11/25/14**
Final Test Results	**11/25/14**
Source, Executable, Build Instructions	**11/25/14**
Project Legacy	**11/25/14**

Software Life Cycle Process

Our software life cycle process will follow the agile model, we will set specific timelines for each part of development and test after completion. This will go on for however many sprints we need until the features have been written. After the development is done we will pass the product on to the testing group to receive their feedback. If the test group replies with negative feedback we will go back and restart the cycle with those fixes in mind.

(Diagram courtesy of: www.tabernae.com)

Tools and the Computing Environment

This project is an interactive web page. The requirements include any modern web browser, e.g. Chrome, Firefox, Safari, Opera, Dolphin Browser (NOT INTERNET EXPLORER). Since this is a simple web page, it should run on any modern operating system, e.g. OS X, Windows, and Linux.

The more technical tools that are being used include various Javascript frameworks for both the frontend and backend aspect of the website. The main Javascript framework that will be used for the backend is Node.js. The main framework for the frontend is jQuery.js and Boostrap.js.

Configuration Management

We will be using GitHub for our version control. This will allow all of us to create a branch for any edits, from those branches we can ensure they work prior to committing. When making a change we create a new branch, and work on it from there.

Quality Assurance

Ben will be performing in house testing and debugging while we utilize a team of ten testers to perform external testing.

Risk Management

The main risk for this project would be if we were to lose a member of the team. This would mean that we would have to distribute the workload among the remaining team members. This amount of reorganization would slow development, as we would have to reevaluate who does what. The best way to deal with this would be for every member to be familiar with all aspects of the development process. That way, the unexpected loss of a team member wouldn't be as big of a deal as it normally would be.

Tables of Work Packages, Time Estimates, and Assignments

Work Packages	Estimated	Actual Time	Assigned Member
Meetings	40		Whole Group
Management Plan	10		Michael Wahlberg Roman Larionov
Concept of Operations	10		Lakshmidhar Chigurupati
Software Requirements	10		Michael Pittman Lakshmidhar Chigurupati
Test Plan	10		Benjamin Kirksey Ramses Mederos
Coding	30		Lakshmidhar Chigurupati Roman Larionov Michael Wahlberg Michael Pittman Ramses Medero
Debugging	20		Benjamin Kirksey
In-House Testing	15		Benjamin Kirksey
Outside Testing	20		N/A
Research/Learning Languages	25		Michael Wahlberg Michael Pittman Ramses Medero Benjamin Kirksey
Total Hours:	Roughly 220 Hours		

PERT Chart
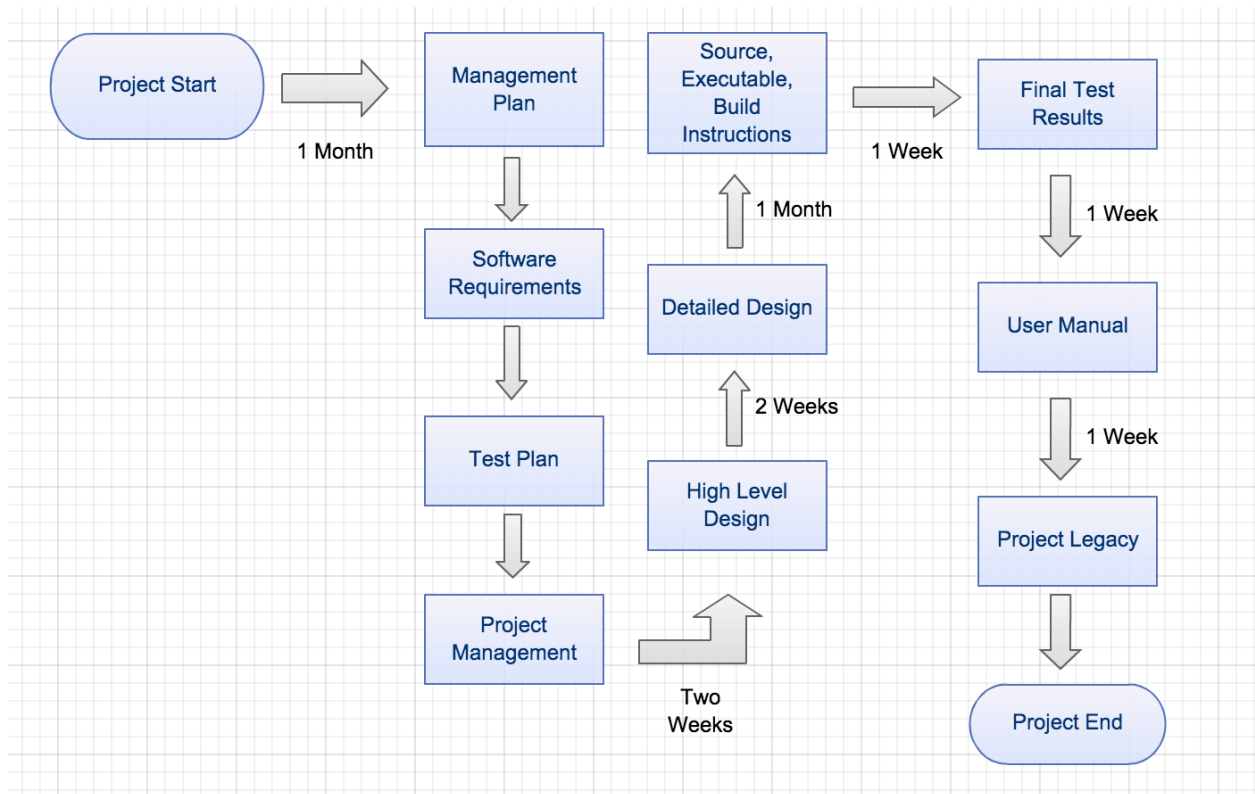
Technical Progress Metrics

The progress that we will measure is the number of features that have been implemented or that are currently in development. We will also be using the front end and back end of the website to determine how far from completion we actually are.

Plan for Tracking, Control, and Reporting of Progress

The group meets every Tuesday with any available members to discuss the current state of the project and anything being worked on. We plan to meet up whenever a majority of the group has an issue with something. Throughout the project we will be using Slack to communicate so that we can communicate in real time.

The group needs to compensate for every member's availability as far as work class and prior engagements. Therefore, not every member can attend every meeting beyond video calling or messaging as the meeting is conducted.