SOFTWARE PROJECT MANAGEMENT PLAN

Direct 6 Software Solutions
CSC 190 Senior Project
Department of Computer Science - College of Engineering and Computer Science
California State University, Sacramento
Version 3.29.04

Table of Contents

1. INTRODUCTION

This document specifies the software project management plan for the Direct 6 Software Solutions project sponsored by ITCC. This project is being undertaken by the Direct 6 Software Solution development team. The team is comprised of undergraduate students majoring in Computer Science at California State University, Sacramento. The team members are enrolled in a two-semester senior project course required for all undergraduate majors. Successful delivery of the desired software product will fulfill the senior project requirement for the student team members.

PROJECT SPONSOR
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Title: Planning and Development
Organization name: ITCC (Inter-Tribal Council of California)
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DIRECT 6 SOFTWARE SOLUTION DEVELOPMENT TEAM

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1.1. Purpose

The purpose of this document is to introduce the reader to Direct 6 Software Project Management Plan. Software Project Management Plan will explain in detail the software development lifecycle which our group will take in order to complete the desired software product.

1.2. Scope

This document will cover detailed information about the management plan used for the project. The following topics are covered in the document:

- A statement of what our project is.
- The project organization.
- The project management and control.
- The hardware, software, and programming language components used for the completion of the desired product.
- The activities, schedule, and budget.

1.3. Definitions, Acronyms and Abbreviations

Baseline - A baseline is a work product that has been formally reviewed and accepted by the involved parties. A baseline is changed only through formal configuration management procedures.

Milestone - A scheduled event used to measure progress.

MySQL - is an open source relational database management system (RDBMS) that uses Structured Query Language (SQL) for adding, accessing, and processing data in a database.

PHP - Is a programming language that allows web developers to create dynamic content that interacts with relational databases.

Project Deliverable - A work product that is delivered to the project sponsor, advisor, team or project manager. .

Task - The smallest unit of work subject to management accountability.

1.4. References

None used for this section yet.

1.5. Overview of Contents of Document – The rest of this document is organized as follows:

1.5.1 Project Overview: This subsection contains an overview of the project in which the software development takes place. The purpose is to indicate how and where the project's various products fit into the development life cycle. It will provide a list of the project deliverables as well as define the baseline plan used for the project. The baseline plan will be updateable when the project shows necessity for it.

1.5.2 Project Organization: This section specifies the process model to be followed throughout the CSc 190 and CSc 191 development life cycle. Explanations of flow of information, work products between the major project activities, and the supporting processes will be included here.

1.5.3 Project Management and Control:

This subsection should include answers to the following:

- How the plan will be kept current .
- How the project will be managed.
- How progress will be measured.
- How schedules will be tracked.
- What specific methodology will be used for software development and
  Why.
- How verification and validation will be conducted.

1.5.4 Technical Process: This subsection specifies the development methodologies, programming languages, and software tools and techniques which will be used to specify, design, build, test, integrate, document, and deliver the project's work products.

1.5.5 Activities, Schedule, and Budget: This subsection contains the

Work Breakdown Structure (WBS) for the project. It is used to specify specific resources which might be needed during the course of the project. The contents of the WBS will include a summary table containing the time estimates for each of the major phases as well as the time allocated for management and staff development.

2. PROJECT SUMMARY

2.1 Summary

The Elder Health Care System is an client server database that will be used to collect the required Elder Data in order to provide Inter-Tribal Council of California with the statistics need in order to evenly distribute funding for Native American Elders.

This project proposes a system composed of a graphical user interace for that will run on a personal computer. The interface will be designed using the Programming Language PHP. Once the interface is designed, the data will be stored in Tables and Schemas which the team will create using MySQL. Major functions that will be provided by the system include: logging into the system, storing registrant information, elder healthcare questionnaires results, reports which generate statistical data using the data stored in the database.

Inter-Tribal Council of California will use the questionnaire to collect all the Elder Health care data needed in order to provide an accurate disbursement of funding . The system will gather the data entered by the registered users for Inter-Tribal Council Of California. Inter-Tribal Council of California will then use this data to generate statistical reports, these reports will then help them determine what tribes and reservation contain Elders in high need of help.

2.2 Project deliverables – The project will be composed of the following deliverables:

- Software Project Management Plan (SPMP)
- Software Requirements Specification (SRS)
- System Software Proposal (SSP)
- Traceability Matrix(RTM)
- Entity Relationship Diagrams (ERD)
- Software Design Document (SDD)
- Software Design Document (SDD)
- Software Test Plan (STP)
- Software Test Report (STR)
- Software User Manual (SUM)
- Software Implementation (SI)
- Change Request Documents (CRD)
- Project Log (PL)

All deliverables will be placed on a CD which will be given to the sponsor. The CD will serve as a Software Maintnence Manual for the Project.

2.3 Evolution of SPMP

The preliminary drafts of the SPMP will be submitted to our advisor. Our Advisor will then review and recommend revisions to the document if needed. After the SPMP is finalized with the approval of our Advisor, copies will be distributed to all team members, and Sponsor.

If changes need to be made during the process of the project, a Baseline Change Request form will have to be submitted in order to track potential changes. These request forms will be collected in the Direct 6 SW Soutions Project Log along with the SPMP. Before any changes can take place after the submission of the form, it is required that the sponsor, the team's faculty advisor, and the team's project manager sign off any submission of these forms.

3. PROJECT ORGANIZATIONS

This section will give a detail description of the process model used to develop the project for ITCC. Various phases of the project, the team's organizational structure and interface, and the responsibilities and major functions of individual members will be explained here.

3.1 Process Model

Development for this project will consist of five main phases listed below which are modified versions of the waterfall model phases.

- Requirements Phase
- Design Phase
- Implementation Phase
- Testing Phase
- Integration and Delivery Phase

During the production of the phases listed above, if any flaws are encountered in the specifications or design of the system the modified waterfall model allows all of the above phases to be modified accordingly. The Modified Waterfall Model is shown in Figure 3.1-1.

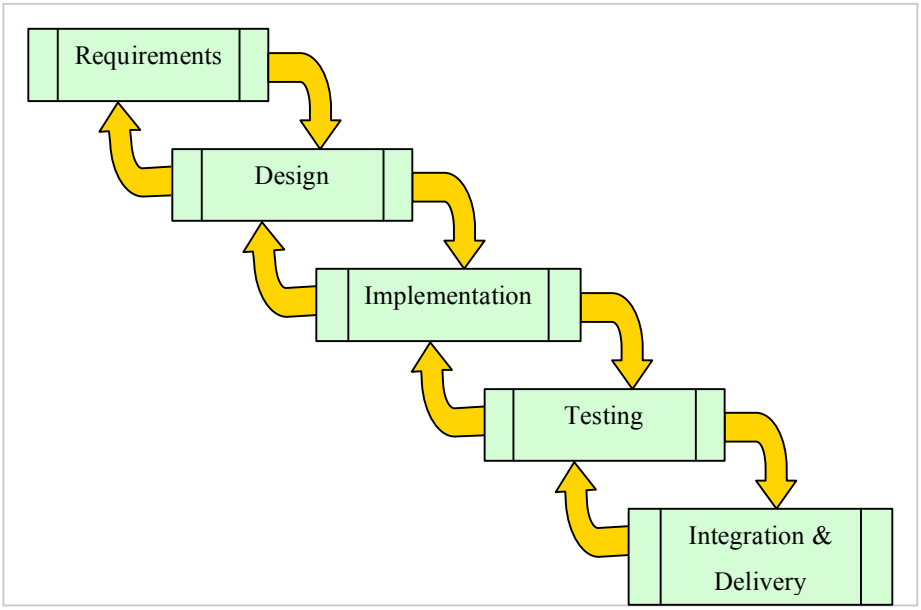

Figure 3.1-1: Modified Water Model Diagram

All changes made to the documents will require a baseline change which can be submitted via a change request document (CRD).

Requirement Phase: during this phase, the team will research and gather information concerning the needs of ITCC. For accuracy, ITCC's current system will be anazlyzed. The team will publish the results of their research and propose a solution via the Software System Proposal (SSP). ITCC and the faculty advisor must approve the proposal before the following steps can begin.

Upon the approval of the SSP, the Software Project Management Plan (SPMP) can be developed. During this step, a detailed timeline and schedule will be prepared. The timeline will contain dates of commencement and completion of each phase of the development. All project management details will be reviewed by the faculty advisor.

Following the approval of the SPMP, the Software Requirements Specification (SRS) will be developed using Use Cases. A Requirements Traceability Matrix (RTM) will be developed for the requirement specification. Technical requirements for the system will also be determined. These requirements will be published on the SRS. These documents will need to be approved by ITCC, faculty advisor, and Digital 6 Software Solutions before moving onto the design phase.

Design Phase: during this phase, a design of the system will be produced based on the requirements agreed upon in the SRS. The detailed design will be published in the Software Design Document (SDD). ITCC and faculty advisor must approve the SDD before the design can be implemented.

Implementation Phase: Implementation of the system will concure during this phase. Producing source code and creating the database necessary for the product to work is the main task in this phase. Each unit of the system will be coded and tested independently. Once each unit is completed and tested thoroughly, all units of the system will be integrated. Integration tests will be performed as each unit is integrated into the system.

Testing Phase: during this phase, the Software Test Plan (STP) will be developed. The STP contains detailed plans and descriptions for various test cases. The tests will be performed as specified in the STP. Test case results will be published and documented in the Software Test Report (STR). These documents will need to be reviewed and approved by the faculty advisor and ITCC.

Integration & Delivery Phase: The creation of the User Manual (UM) and a Maintenance Manual (MM) will be created here. Once approved by the faculty advisor, the UM and MM will be given to ITCC. At this point, the system will be delivered, installed, and demonstrated for ITCC.

3.2 Organizational Structure and Interfaces

This section will give a description of the organizational structure, interfaces, and the Direct 6 Software Solutions development team member responsibilities and functions. The team will have the following internal structure:

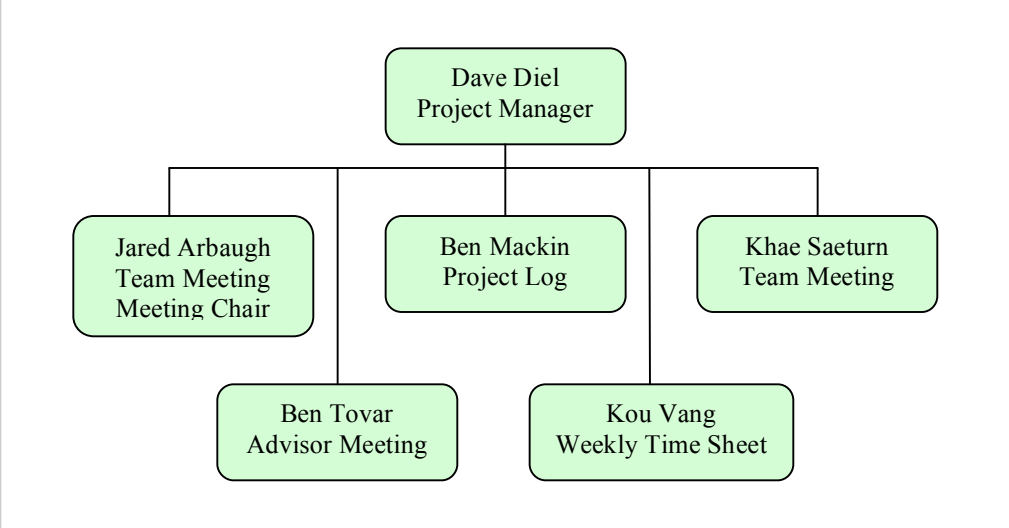

Figure 3-2: Direct 6 Software Solutions Organization

The managerial interface between the development team and ITCC will be between Dave Diel and Mr. Stephen Archer. Direct 6 Software Solutions will communicate with project advisor Professor Bolan Jiang.

A visual description of the interface is provided in the figure below, the figure describes the communication flow between the Team Members and their Sponsor and Advisor:

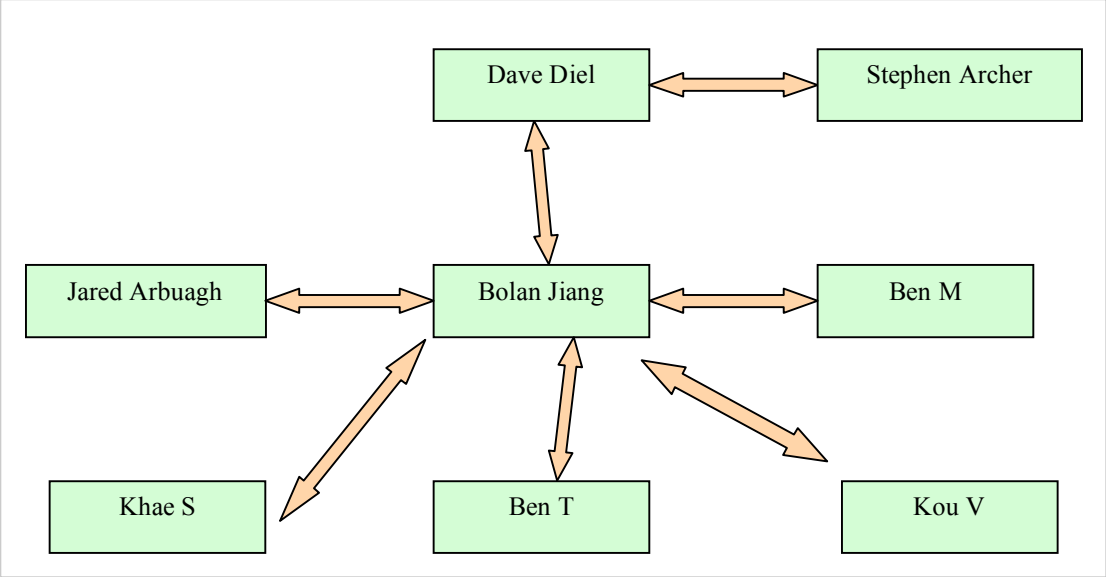

Figure 3-3: Project Interface

3.3 Project Responsibilities

Each team member of the team and specific roles are described below.

Role	Role Description
Project Manager	Dave Diel, the project manager, is responsible for the organization of the project.
Meeting Chair	Jared Arbaugh will lead the team meetings.
Team Meeting	Khae Saturn will take notes during the meeting and create a report containing what was said and done on the meeting.
Advisor Meeting	Ben T. is responsible for the advisor meeting will take notes during the meeting and create a report containing what was said and done on the meeting.
Project Log	Ben Mackin was assigned to the duty of the project log in which he will be responsible for completion of the project log.
Weekly Time Sheet	Kou Vang is responsible for updating and submitting weekly timesheets.

Table 3-1: Responsibilities

In consideration with the fact that this is the first professional grade that Direct 6 Software Solutions members have undertaken, the following people will be utilized to ensure a timely completion of this project:

- Professor Bolan Jiang is the faculty advisor of Direct 6 Software Solutions

- Professor Gaupul Rao will lecture in class upon the various industrial standards employed for software development
- Mr. Stephen Archer is the project sponsor. Direct 6 Software Solutions will discuss the development of the project with Stephen Archer at various stages to ensure ITCC's satisfaction over the progress made.

3.3.1 Major Functions

Each major function and activity associated with the project is identified in this section. One or more of the individuals whose job will be to ensure the successful completion of that function or activity is also identified.

- **Management Tasks:** Dave Diel will be responsible for completing management tasks. This includes creating meeting agendas and facilitating meetings with the sponsor.
- **Advisor Meeting:** Ben Tovar is responsible for advisor meeting minutes. All Digital 6 Software Solutions members will be required to attend and actively participate in the advisor meetings.
- **Team Meetings:** Khae Saeturn is responsible for the team meetings. All Digital 6 Software Solutions members will be required to attend and actively participate in the team meetings. If a team member is not able to attend, they shall be required to inform the Project Manager.
- **Sponsor Meetings**: Dave Diel is responsible for sponsor meeting minutes. The team shall meet with the sponsor as required.
- **Project Log**: Ben Mackin will be responsible for completion of the project log. He will ensure that the project log follows appropriate guidelines, ensure all content is correct and up-to date, and update the Project Log table of contents as necessary every week.
- **Timesheets:** Kou Vang will be responsible of submitting weekly timesheets to Professor Gaupul Rao. He is also responsible for ensuring that the cumulative hours are correct and up to date. Each team member is responsible for submitting their personal hours to Kou each week.
- **Documentation:** The POS, SPMP, SRS shall be prepared by the team members. A designated team member will be assigned a portion of the document to be complete.
- **Team Review:** After a working draft of each document is created, the team shall conduct a team review of the document. The major functions are listed in Table 3-2.

TASKS	Ben M	Ben T	Dave	Jared	Khae	Kou
Project Manager			X			
Advisor Meeting		X				
Team Meeting					X	
Sponsor Meeting			X			

Meeting Chair				X		
Project Log	X					
Weekly Timesheet						X

4. PROJECT MANAGEMENT AND CONTROL

4.1 Project Management Objectives and Priorities.

The goal of Direct 6 Software Solutions is to develop software that meets the requirements and standard of the sponsor and CSUS Computer Science Department. It is not just important to get a project done but the project must be of a real use for the sponsor. As such, it is our goal to design a system flexible enough to be used for years to come, with the ability of expansion as the sponsor's aims increase.

In order to achieve this goal, there are a few objectives for us to complete:

1. Regular sponsor meetings to fully understanding the sponsor's requirements
2. Regular team meetings to keep each other motivated and on track
3. Completion of all required documents in a timely manor

There are a few priorities when it comes to this project. These include, but are not limited to:

1. What are the frequency and visibility of reporting
2. What are the structure and scheduling of meetings
3. How to interact with team members, the team and the project sponsor, and the team and the faculty project adviser.

The priorities and objectives will be noted in the team project log. The project log is a very important part of this project, it provides an "audit trail" for all decisions made by the team throughout the project. The project log contains all of the various meeting agendas and minutes, time sheets for every week, and all baseline changes.

4.2 Assumptions, Dependencies, and Constraints

It is our understanding, and therefore our assumption, that the Elder Care portion of this project is the most important aspect of this project. We are also assuming that we will be able to install and/or updating software on the server to work with the project we plan to deliver.

A huge dependency is the data collection capabilities of the sponsor. Since we are only developing the system, and not the data, it is up to the sponsor

to collect and input all of the data. There will be interface for the sponsor to input data, but the success of this system is still very much dependent on the collection capabilities of the sponsor and their field teams.

As with any project, one of the main constraints is time. With only two semesters to complete this project, time is a major constraint. The overall goal that ITCC wants to accomplish with this project is too much to complete in the time constraints we face. It was an understanding between ITCC and the team that we will have to prioritize the various aspects they want included, so we can work to get the most important parts included.

4.3. Risk Management

What follow is our current highest priority risks facing the team and the project:

- **Break Down in Communication** - There is a chance that a break own in communication occurs between the team members, and even between the sponsor. If this happens, it could potential lead to falling behind. With little to no communication, it would be hard to get things done on time or at all. If it should happen that we get out of touch with a team mate, we will try by all means to reach that individual. Shall they become unreachable for an extended period; we will redistribute the works, and assume the team members are no longer a member of the team. If we are to come out of contact with our sponsor, then first we will try to regain a communication chancel with them by going to the ITCC office and also attempting to call other employees at the ITCC. If that fails, then we will talk to Professor Buckley and other faculty, to try and come up with a remedy the situation.
- **Hardware Failure** - There is a chance that the ITCC server could breakdown before during or after deployment of our software. If this happens, and no solution can be come up with, it could mean being unable to deliver our project to the sponsor. Our sponsor has already informed us that if need be, they would purchase a server. Therefore if the situation arose where their current server stopped functioning, the solution is for the ITCC to purchase a new server.
- **Team Member Leaving/Getting Sick** - It is possible that one or more team members could end up leaving the team or getting sick and having to take an extended leave. If this happens, we run the risk of falling behind, or being unable to complete the project for our sponsor. Our solution to this risk is to redistribute work evenly to the team members still present. If a member is only sick, and will be rejoining, he is expected to stay in contact at least via email. If a team member is gone permanently, we feel that the remaining 5 team members can compensate for this loss by swapping work loads around.

4.4. Change Management

Changes will be required throughout the development process of this project. Changes to the requirements, design, testing, and schedules are

unavoidable. The Baseline Change Request form will be used in order to track and log these potential changes. All Baseline Change Request documents are collected and kept in the project log for audit and reference purposes. It is required that the sponsor, the team's faculty advisor, and the team's project manager sign off on any and all changes.

4.5. Schedule Control

In order to monitor progress, weekly time sheets are logged. Also, individual member updates will be given at all team meetings, so as to keep visible what everyone is doing throughout the lifetime of this project. We will use time estimate to gauge how long certain aspects of the project will take. As the project nears completion, estimates become more accurate. For that matter, as the team works through the development life cycle, estimates will also improve as the team becomes more comfortable and efficient in working together. The baseline schedule is kept in the project log, along with work break down structures.

4.6. Issue Resolution

All issues can be either brought up in the weekly team meetings, or if more urgency is required then in team or direct emails.

5. Technical Process

5.1 Methods, Tools, and Techniques

We will be using various resources throughout this project. We will need various resources on PHP. The tools and techniques that we plan to use include learning as much as we can about PHP through researching and reading books. Other resources we plan to use will include hardware resources, windows NT, and MySQL Server. Our method of making this project successful is to follow the software development cycle closely and get what we need done on time and with quality. Our techniques for creating the documents and software is to implement, create and review. We will spend time on the documents and software we create to make sure we are creating quality software and documents.

5.2 Software Documentation

There will be several different documents that will give the project visibility. These documents will include the Project Overview Specification (POS), Software Requirements Specification (SRS), Software Design Document (SDD), Software Project Management Plan (SPMP), Software Test Specification (STS), Software Test Report (STR), User's Manual (UM), and Maintenance Manual (MM). For each of these documents, our team will have to go through many milestones in order to produce quality

documents. We have decided to create these documents by equally dividing up the tasks/subsections of each document to each team member. Each member is responsible for writing his or her own part, and then everyone's part will be put together. We will go through the process of technical reviews, revisions, creating many different drafts before reaching the final draft, and getting approval before establishing the document as a baseline version.

To ensure that we will produce quality documents, we shall go through the process of review. This includes doing technical reviews upon the completion of our first draft. Technical reviews will allow each member of the team to express what they feel needs to be included/excluded from a certain document. After we get everyone's input on the document, we will update the documents with the necessary revisions. After doing so, we will review the documents once again. We will create a final draft for submittal to our faculty advisor. Upon approval of the document by our adviser, we will be ready to hand over the completed documents to our sponsor.

5.3 Documents

Project Overview Specification

The Project Overview Specification (POS) contains the description and the status of the project and covers the major milestone and the detailed of the project. The expected delivery date for the SPMP is 10/17/05.

Software Project Management Plan

The Software Project Management Plan (SPMP) contains the methods and practices that Dirtect6 Software Solution will utilize to manage the software developmental project. The expected delivery date for the SPMP is 11/07/05.

Design Prototypes

The Design Prototypes contains the important step in design process that provides better visibility of what is required to complete the final product. The expected delivery date for the Design Prototypes is 11/14/05.

Software Requirements Specification

The Software Requirements Specification (SRS) contains a detailed record of the development requirements that will be fulfilled during

the development of the project. The expected delivery date for the SRS is 12/12/05.

Software Design Document

The Software Design Document (SDD) contains a detailed record of the solutions to the requirements specified by the SRS. The SDD will outline the layout and internal design for the software project.

Software Test Specification

The Software Test Specification (STS) contains the specifications that will be used to ensure all requirements have been satisfied. The STS will detail the cases and situations used during testing.

Software Test Report

The Software Test Report (STR) contains a detailed recording of the testing process outlined in the STS. The STR will contain a written record of all testing preformed to provide authentication that the requirements for the project have been met.

User Manual

The User Manual (UM) contains the documentation needed for the end user to operate the delivered product. The UM will be comprehensive and include frequently asked questions and troubleshooting, per sponsor request.

Maintenance Manual

The Software Maintenance Manual (SMM) will contain record of all documents produced during the project lifecycle. The SMM will be delivered to the sponsor via a CD-ROM containing electronic copies of all documents as well as the project log. The project log will contain all agendas, minutes, technical review summaries and baseline change requested occurring during the project lifecycle.

6. ACTIVITIES, SCHEDULE, AND BUDGET

6.1 Activities and Tasks

Work Breakdown Structure for ITCC Project
Direct 6 Software Solutions

Fall 2005 Semester -- Aug 29 to Dec 5

1 ITCC PROJECT
1.1 Abstract (Ben Mackin September 12 – October 1)
1.1.1 Team Meeting
1.1.2 Rough Draft
1.1.3 Team Technical review
1.1.4 Write First Draft
1.1.5 Submit to Advisor
1.1.6 Write Second Draft
1.1.7 Submit for approval
1.2 POS (Project Overview Statement) (Jared Arbaugh October 3 – October 31)
1.2.2 Break up parts and assign sections
1.2.3 Team meeting for sections that need team discussion
1.2.3.1 Write all sections independently
1.2.3.2 Put all sections together
1.2.4 Single technical reviews
1.2.5 Team meeting to do a group technical review and edit
1.2.6 Submit for approval to advisor
1.2.7 Edit for final draft
1.2.8 Submit to sponsor for signature
1.2.9 Resubmit to advisor with signatures
1.3 SPMP (Ben Tovar October 17 – November 14)
1.3.1. Break up parts and assign sections
1.3.2.1 Team meeting for sections that need team discussion
1.3.2.2 Write all sections independently
1.3.2.3 Put all sections together
1.3.3.4 Single technical reviews
1.3.4 Team meeting to do a group technical review and edit
1.3.5 Submit for approval to advisor
1.3.6 Edit for final draft
1.3.7 Resubmit to advisor with changes
1.4 Required Prototypes (Kou Vang October 31 – November 14)
1.4.1.1 Meetings with sponsor for requirement and Specification
1.4.1.2 Team Meetings to decide scope of the project (what can and can not do)
1.4.2 Team Meetings to discuss prototypes
1.4.3 Creation of table schemas and coding of prototypes

1.4.4.1 Sponsor Meeting for acceptance
1.4.4.2 Turn in to Advisor for approval
1.5 SRS (Khae Saetarn October 31 - December)
1.5.1 Sponsor Meeting for preliminary Requirements & Specifications
1.5.2 Team Meeting to discuss
1.5.3 Sponsor Meeting for exact Requirements & Specifications
1.5.4 Team Meeting to define and set limits on project
1.5.5.1 Sponsor Meeting to discuss what can and can not do
1.5.5.2 Break up SRS sections
1.5.5.3 Make notes of sections that need team discussion
1.5.6 Saturday team meeting to fill in sections in question
1.5.7 Individual technical reviews
1.5.8 Team technical review and edit
1.5.9 Turn in to advisor
1.5.10 Edit for advisor corrections
1.5.11 Resubmit to Advisor
1.5.12 Submit to Sponsor for signatures
Computer Science 191 Spring 2006 Semester **Spring 2006 -- Jan 23 to May 12**
1.6 SDS (Software Development Specification) (Jan 23 – February21)
1.6.1 Break up into Sections
1.6.2 Team Meeting to discuss sections that need team discussion
1.6.3 Put all sections together for rough draft
1.6.4 Single technical reviews
1.6.5 Team meeting for technical reviews and edits
1.6.6 Turn into advisor
1.6.7 Maybe second draft and technical review
1.6.8 Turn in for acceptance
1.7 Design Prototypes (January 16 – March 14th)
1.7.1.1 Meetings with sponsor for requirement and Specification
1.7.1.2 Team Meetings to finalize interfaces & functionality of the project
1.7.2 Creation of table schemas and coding of prototypes
1.7.3 Sponsor Meeting for correctness
1.7.4 Corrections where warranted
1.7.5 Advisor Meeting for approval
1.8 Coding of Software (February21 – April 21)
1.8.1 Team meeting for assignments
1.8.2 Database table schemas & normalizations
1.8.3.1 Code assignments
1.8.3.2 Weekly team meetings for risk control
1.8.4 Put all the sections of code together
1.8.5 Work out bugs
1.9 STS (Software Testing Specifications) (April 1 – May 1)

1.9.1.1	Team meeting for testing plan
1.9.1.2	Split of work
1.9.2	Documentation of all test cases
1.9.3	Team acceptance
1.9.4	Submit to Advisor for approval
1.9.5	Make any changes & add anything missed
1.9.6	Resubmit to Advisor
1.10	Completed and Installed Software CD & User Manual (April 1 - May 12th)
1.10.1	Assign sections of user manual to team
1.10.2	Put all the sections of user manual together
1.10.3	Team meeting for technical review of document
1.10.4	Submit for Advisor approval
1.10.5	Team members will visit ITCC and deliver and install software
1.10.6	We will make more than one trip to advise staff on software use

6.2 Resources Requirements

For this project the team will be using two freeware applications.

- Mysql
- PHP

Direct 6 Software Solutions will need access to our sponsor's server to install these programs early on in the project. The sponsor should backup before the install. Direct Software Solutions would like to install the required software early in order to ensure system compatibility with ITTC current network architecture.The Project will be developed on CSUS's gaia server using the teams account. Once complete, the project can then be migrated over to ITCC's Windows NT server.

6.3 Budget – The cost of the project is still undetermined. Analasys of ITCC's current system must be made before an actual cost estimate can be made. If the current system resources are enough, there will be no cost for the development of the system.

Project Phase	Budget In Time	Budget in Man Hours
Requirements and Specifications	10 weeks	120 hours
Design and coding	9 weeks	160 hours
Testing and Installation	6 weeks	80 hours
	25 weeks total	320 hours total

6.4 Schedule - The Following figure is a Gant Chart which visually displays the process which will be taken for the completion of the project.

Inter Tribal Council of California

Database Project

Fall 2005 Csc 190

August	September				October					November				December
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15
						POS								
							SPMP							
									Part 1	Design Prototypes				
										SRS				

Spring 2006 Csc 191

January	February				March					April				May
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15
	SDS													
			Part 2 Design Prototypes											
				Table Schemas and Coding of Project										
										STS				
													Deliver Software	

Gant Chart Prepared by,
Dave Diel