

## **Software Project Management Project** **Due December 1, 2003**

The idea of this group project is not to actually do a project, but to experience 'software project management'. The focus therefore should be on production of the SPM documents as required and on your turn as the Project Manager. I'm not sure how well this notion of 'trading off' as PM will work, but we can try it and see. Each of you will have to take a turn of about 2 weeks as PM, as well as having a regular job on the team.

Each group can choose one topic in SPM, such as Scheduling, Metrics, Risk Management or whatever. Your task is to develop some course web resources about your topic using UWOne. That is, you can find out what resources are available in UWOne and use them to provide information about your topic. You can post lecture materials or relevant research papers, prepare quizzes, build assignments, or whatever you think might be a fun teaching or learning item on your topic. If you want to go through a formal process of analysis, specification, design and so on, that's fine. You will want to identify your development process in your SPMP anyway.

To get you started:

1. Form teams of three or four people.
2. Set up your teams in UWOne.
3. Choose a topic and get Anne (the funder) to approve it.
4. Do a preliminary SPMP based on your very sketchy knowledge of the project. This will include information about your team, your individual jobs, your schedule as PM, your work schedule, your budget, and so on.
5. Hand in your group SPMP on Thursday, October 16 to DC 3331.

Later in the term, we will be doing a WBS, Cost Estimation, Risk Management Plan, and Final SPMP for this project.