CSC 408 Assignment

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Level: 400lvl

Matric Number: 16/SCI01/011

Question(s): Questions are too long. Please check portal

Answer(s):

**Question 1:**

1. Camp Lake
2. Stakeholders:
   1. The head coach is the Project sponsor.

**Role:** They initiates project proposal, assists project manager and is the ultimate decision maker of the project.

* 1. The parent association who are the Resource managers.

**Role:** They manage project resources.

* 1. Parents are the Customers

**Role:** Pay to enjoy the services of the product.

* 1. The boys and girls are the Users

**Role:** Partakers and users of the product outcome and services.

* 1. The assistant coaches are the Resource managers

**Role:** Manage human resources.

* 1. I am the Project manager

**Role:**

* 1. The graphics artist and HTML expert are the Project team

**Role:** Participate in the execution ad completion of the project.

1. A website that is used by individuals between ages 6 to 18, who are interested in joining the swim team. The team is divided into sub-teams which hold team meets and are overseen by one of each of the 3 assistant coaches per meet. The assistant coaches are supported by an Association of parents and there will be a schedule to show parent volunteer schedule for the Association.
2. Lean

This is because it focuses on efficiency by trying to deliver more with less. It is suitable for this situation where different people can play more than one role e.g. parents are customers and also volunteer staff or workers of the Association; the head coach is a worker/staff and also the sponsor.

1. Project Scope:
   1. A database that stores all information’s of the boys and girls interested in joining the swim team E.G: ‘Name, Height, Weight, ID, and Age’ will be included in the database.
   2. The website will use forms to allow information to be typed in(inputed) for the interested individuals into the database.
   3. A database which is able to store information on the parents who are members of the association, and forms which they use to sign up to the association.
   4. An automated scheduling system for parents in the association to message, alert or pig the scheduled parent(s) at the time or day for which they are scheduled to work.
2. Requirements:
   1. Experts in website and graphics design.
   2. Cost to run scheduled meets.
   3. Expected number of boys and girls per meet.
   4. Expected number of association parent volunteers per meet.
3. Risks:
   1. Budget risk: Overrun of cost.
   2. Resource risk: Inability to secure sufficient resources such as skilled workers.
   3. Sponsor support: Related to responsibilities of the project sponsor.
   4. Schedule risk: Relating to schedules and scheduling.
   5. Security risk: Physical or information insecurity.
4. Flat structure.

**Question 2:**

1. Visual Studio Code.
2. Not very often, once in a while(example; developing my project web app).
3. Most used and Least used Features and Functions:
   1. Most: Forms, buttons, div.
   2. Least: Radio buttons, check boxes, section.
4. Seven.
5. I chose that score because it has good user-interface and it is very versatile I the sense that it can be used to create vast types of applications or applications. The only reason I am not giving it a perfect 10 (Ten) is because whenever a new update comes and if you have an internet connection, it slows down the software prompting you to download it.
6. Features of a good software package:
   1. Good user interface.
   2. Efficiency.
   3. Compatibility.

**Question 3**:

1. Considered factors for staff task allocation:
   1. The degree of expertise required.
   2. Steadfastness and willingness of staff.
   3. Degree of rigidity or fluidity required for the task.
   4. Efficiency.
   5. Ability to execute.
2. Actions to meet deadline with limited staff:
   1. Prioritise the more important aspects of the project.
   2. Look to cut out anything that will waste time or resources.
   3. Look to employ more staff if within budget.
   4. Get help at the beginning.
3. Steps to recruit more project staff:
   1. Properly and clearly articulate the job specification for the Human Resource (HR) officer.
   2. Engage the HR by making them aware that you have roles to recruit, then provide an overview.
   3. Seek approval to recruit in time because this process can take some time.
   4. Review candidates.
   5. Conduct and perform interviews and screening exercises.
   6. Get to preparing an offer for the candidate(s).
   7. Prepare for on-boarding by making sure everything is ready and perfect for the person to begin and to have a pleasant experience.

**Question 4**:

I agree.

Reason is that size, budget and complexity of projects differ, as such, the planning and project life cycle will also differ. It would not much make sense to implore a complex structure for an easy and straightforward small project.

**Question 5:**

1. The term “stakeholder” refers to single individuals or entire organisations who affect or are affected by the execution or outcome of a project, be it positively or negatively.
2. The are 4 stakeholders in this project:
   1. Project sponsor(s): Individual that finances the expenses of a project.
   2. Project team: A team of individuals with specific skills to execute a project.
   3. Customers: Patronisers of the project end-product or service.
   4. Users: Use of enjoy the services of the project end-product.
3. Concerns of the stakeholders:
4. Project sponsor(s): Concerned with finances and success of the project.
5. Project team: Concerned with the execution and success of the project as well as marketability of the project end-product or services.
6. Customers: Main concern is the success and usability of the product.
7. Users: Concern is the usability, ease and compatibility of the product.
8. People directly responsible to the project sponsor(s):
   1. Project manager.
   2. Resources manager(s).
   3. Project team.

**Question 6:**

1. Process Management System

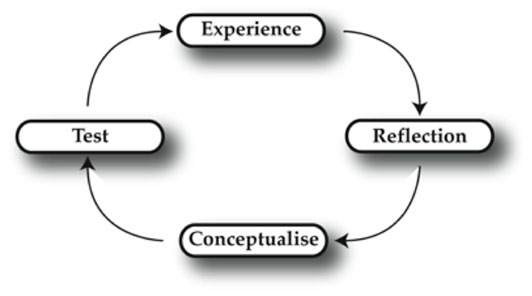
A Process Management System takes the approved and prioritized project through the Definition, Planning, Execution/Control, and Closeout phases.

The approved project from the Portfolio Management System goes into the Definition phase, which creates a project charter. The project charter becomes the input to the Planning phase, which creates a work plan; that is, schedule, staffing plan, project budget, and so on. The charter and the work plan then become the baseline in the Execution/Control phase of the project process. During this phase, the project team creates status reports and product deliverables. Once the project is over, these outputs from the execution/control phase are the input into the Closeout phase from which lessons learned are documented and archived for reference when starting the project management process all over again.

Various auxiliary processes such as a risk management process, a change management process, a quality assurance and control process, and a vendor/ contractor management process augment the above “core” process.

This component of the infrastructure ensures that the discipline of project management is performed in a consistent and professional manner throughout the entire organization.

1. Using the 4 concept of KOLB learning cycle, I’ve been able to know how to avoid conflict in massive IT project teams:



* having a concrete experience of conflict of similar problems
* observation of and reflection on that experience of conflict which leads to
* the formation of abstract concepts (analysis) and generalizations (conclusions) which are then
* used to test a hypothesis in future situations, resulting in new experiences to avoid future conflict of the project team.

1. The relationship that exist between Project Life Cycle (PLC) and Software Development Life Cycle (SDLC) is:

The SDLC is really part of the PLC because many of the activities for developing the information system occur during the execution phase. The last two stages of the PLC, closing and evaluating the project, occur after the implementation of the information system. The integration of project management and system development activities is one important component that distinguishes IT projects from other types of projects.