**GOYA AMEBE-OBARI AWIANKELE**

**16/SCI03/007**

**CSC 408**

1a) Name of the project – Swim Team

1b) Identify the project stakeholders, their roles, and their titles.

Project stakeholders;

* Head coach
* Parents
* Assistant coach
* Graphic Artist
* Web developer
* Interested participants
* Parent volunteers
* Myself

Their Roles and titles;

* Project Sponsor; this is the head coach; he is responsible for the project and he provides supplies and support for the project.
* Project manager; which is me; I work closely with the team to solve problems with the website, I control the quality of the website, I’m responsible for documentation and I keep the project sponsored informed with everything going on with the website.
* Members; these are the parents who run swim meets and practice. They also make decisions and contribution to the project.
* Customers; these are the boys and girls that are interested in the swim team. They can only apply or get information about the swim team once the project (website) is done.
* Team; they are the graphic designer and web developer. They are dedicated to the project and are there on a part time basis.
* Peers; these are the assistant coaches and the parent volunteers. They really don’t do anything but they are part of the project.

1c) the project is to create a website that will provide customers with information needed to join the swim team, practices and swim meet schedule for the season.

The head coach who is the sponsor wants the website to have pictures of the three assistant coaches and of different swimmers at the swim meets and practice; the swim team is supported by several parents. Some parents asked for a volunteer schedule to be a part of the website but the head coach does not want that now.

A graphic artist and a web developer will be present for help.

1d) **Agile** because the concept is based on interaction among team members and the tasks are executed quickly an in adaptive manner.

The team focuses their efforts on small tasks that require immediate attention without preplanning. Agile method supports quick changes and direction of the project and this is good for the website development.

1e) a database to store information of boys and girls interested in joining the team. The details should include their height, home address, weight, parent contacts etc.

ii) a database to store information on the parents (the members of the association) and their personal information.

iii) the website to use forms to allow to input information of the interested individuals into the database.

1f) Expected numbers of participants during every meeting

ii) Cost to run schedule meets

iii) Expected number of parent volunteer per meet.

1g) in the middle of the project, the head coach who is the sponsor might want some things changed in the website or he might say he does not need the website anymore.

ii) The application might not be stable; if eventually there is increasing load, the website might not be able to cope with it.

iii) The website might crash because there are too many people on site or because it is not stable. Another reason might be because of incorrect memory usage, browser incompatible or fatal production bug.

iv) Team change-over; that is the web developer or graphic artist might get sick or quit the job.

2) Net beans

2b) 60% of the time

2c) Use most – HTML5 because of the speed and simplicity of creating a new project and working with the frontend distribution.

Use least – Profiler

2d) I will rate it a 4

2e) it is good for beginners as it makes work easy to do and debug

2f) important attributes of a high quality package;

1. Efficiency; software should not use the valuable resources of memory or the processor cycle.
2. Reliability; refers to the ability of the software to provide desired functionality under the given conditions.
3. Changeability; a software should be written in such a way that can meet the growing demand of the customer.
4. Performance; is measured by considering processing speed, response time, resource consumption, throughput, and efficiency.
5. Dependability; software should not cause physical and economical damage.

3a) Priority; if a project is a top priority and somebody is available to do the work then he is chosen.

ii) Skill sets; if someone has the right skill set then a high quality result of a project will take place and it will reduce the likelihood of failing.

iii) Availability; anyone who is free to do a task, has bandwidth and is ready to do a good job.

iv) Development; the development opportunity this project will provide for that person is important. There is a need to constantly be upgrading the project team.

v) Interest; if the person has an interest in the project. If someone is really passionate or interested in a project then the person will be given the job.

3b) Hire more people within the budget

ii) Encourage the team to learn more skills

iii) Prioritize the most important aspects of the project

3c) Experience; somebody with an experience is much needed because they will get the job done on time and efficiently also there might be times I don’t want to train employees.

ii) Engage HR; make these team members aware of your decision to recruit and that you need their opinion on what steps you should follow.

iii) Interviews; after selecting your potential candidate, you can now set up the first interview process.

iv) offers; this is immediately after the interview. Keep track on this and look through the people interested.

4a) I agree

5a) Stakeholder is an individual, or group or organization who is impacted by the outcome of a project; they are interested in the success of a project.

5b) Project manager – the person leading the project

* Project sponsor – the person providing financial support
* Customers – the people interested in the final product
* Team – the people with specific skills to execute a project

ii) Their main concerns and stake in the project;

* The project manager is in the head office and his concern is planning for the in my branch to be expanded.
* He also manages the risks in the sense that other branches might lose their data during the transferring process.
* The project will cost money so he will have to develop a budget.

The project sponsor;

* He is concerned with the finances of the project. **Stake**; financial return

Customers;

* They are interested in the success of the project so as to use the final product. **Stake**; the quality and value of the product.

Team;

* They are concerned with the execution and success of the project.

5c) the project teams

ii) the project manager

6a) technology infrastructure; it follows a SDLC and may require Agile approach. It’s a set of components that are the foundation of an IT service like a software development consulting team.

6b)

6c) The project life cycle takes into consideration all aspects of the project and spans across the life of the project (start and end). Within this span the actual project activities happens (i.e. infrastructure project, laying roads, building buildings etc.).

Before the development starts (initiation, planning for risks, cost, quality, procurement etc.) and after a while the actual software development starts (SDLC – gather requirements by business analyst, architecture, high level design, coding, testing etc.).

The relationship is that once a project manager starts a project (this will belong to the project life cycle) with his stakeholders. The stakeholders will hire people to develop the software using SDLC and then the project will come to an end.