ANSWERS TO ASSIGNMENT QUESTIONS

1. Swimming for the young
2. The project stakeholders are:
3. The head coach
4. The three assistant coaches
5. The parents
6. The boys and girls who are between the age of 6 and 18
7. The graphic artist
8. The individual familiar with several web development tools

Their roles are:

1. The head coach is responsible for sponsoring the project
2. The boys and girls as well as the parents are the users
3. The graphic artist and the individual familiar with several web development tools are the project development team.

Their titles are:

1. The head coach is the project sponsor
2. The boys and girls and parents are the users
3. The graphic artist and the individual familiar with HTML are the web development team
4. The project is a website designed and aimed at helping a swim team to put up various information about their practices, meetings and schedules. The website is targeted towards those of the age between 6 and 18 to provide information to them in the event that they are interested of joining the team. It also provides information about the time of their meet.
5. The type of project management methodology I will use is the waterfall model because it follows a one way path and it’s the simplest to use in this case.
6. The scope of the project is:
7. The website will accurately be able to provide a list of all the meets the team has
8. The website will provide the users namely the children who fall in the required category of available spots or slots in the team and the required conditions to enter the team such as age.
9. The website will be able to provide meet schedules for the season
10. The key requirements of this project include:
11. JavaScript
12. HTML
13. PHP
14. Some risks associated with this project may include:
15. The website only addresses for a swimming team of 6 to 18 and address for those in other age groups.
16. Functional Organization.

QUESTION 2

1. Notepad
2. Very often
3. Edit and format respectively
4. Five
5. Because it is very comprehensible and simple.
6. Scalability, absence of bugs and completeness.

QUESTION 3

1. Priority, availability, skill set, development, interest
2. In such a case develop a schedule that allots those with the skills needed to complete the project to do more time on the project.

QUESTION 4

1. Yes each, project method can be appropriate in some certain circumstances and this is because each project method has some advantage over the over which can be used in certain situations.

QUESTION 5

1. Stakeholders are people who are invested in the project and who will be affected by your project at any point along the way, and their input can directly impact the outcome.
2. The project sponsor, the project team, the resource managers, the customers
3. The main concern is to transfer all of the data from the different severs onto the database on the main server located in the head office
4. The CEO of the organization, the vice CEO of the organization and the Head of the main office branch.

QUESTION 6

C The PLC focuses on the project management phases, processes, tools and techniques for effectively managing the project. ... –The SDLC focuses on the software engineering phases, processes, tools and techniques for building and/or implementing the IT solution.