

Management Plan

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1 Program Identification

1.A Mission Statement

Our mission at Azul Business Corporation is to improve the quality of education by implementing technology into schools; particularly those technologies that help the many different styles of learning. Our products are built to integrate easily into current systems and be used without excessive training. Students and Professors that take advantage of our products will see an increase in the student's ability to learn material by emphasizing repetition and allowing access to classroom lectures.

1.B Corporate Structure

Azul was founded in 2004 when six Old Dominion University Computer Science students formed the team. Azul Business Corporation is in association with the Computer Science Department at Old Dominion University in junction with the Computer Productivity Initiative (CPI)

General Managers, Dennis Ray and Janet Brunelle

1C Our Team

Accountant

Prepares balance sheets, profit and loss statements, and other financial reports. Responsibilities also include analyzing trends, costs, revenues, financial commitments, and obligations incurred to predict future revenues and expenses. Reports organization's finances to management, and offers suggestions about resource utilization, tax strategies, and assumptions underlying budget forecasts.

Accountant Representative

Maintains relationships and favorable contacts with current and potential accounts. Sets up new account information, and resolves customer issues/problems.

Attorney

Prepares and examines contracts involving leases, licenses, purchases, sales, insurance, etc. Provides legal advice to an organization, prepares resolutions and forms, and participates in major legal actions. Responsible for foreseeing and protecting company against legal risks.

Educational Consultant

Phase 1

Design real world field test. Create field test student survey. Create teacher test field survey. Acquire the classroom testing agreements.

Phase 2

Execute field tests, student surveys, and teacher surveys. Evaluate playback usability, playback helpfulness, and additional playback qualities. Identify playback problems. Evaluate usability and durability of hardware. Evaluate usability of recording and distribution. Evaluate classroom role. Identify problems. Evaluate additional qualities.

General Manager

Supervise all employees and contractors/consultants. Represent the company to all potential customers.

Hardware Developer

Phase 1

Test and choose the best sound capturing device and pressure sensitive surface to work for the lab prototype. Work with the API for the chosen sound and video devices. Translate whiteboard output into a vector format.

Phase 2

Work with the API for the chosen sound and video devices. Translate whiteboard output into a vector format. Encode the audio and graphics into our proprietary format.

Project Manager

Plan and monitor the project's process. Oversee all developers and consultants. Resolve all issues and conflicts. Maintain that the project meets schedule timelines and budget limits.

Software Developers

Phase 1

Design and code the synchronization software for the lab prototype. Design and code the playback software for the synchronized output. Must consider the file format for the sound and video output. Will test synchronization and playback software developed.

Phase 2

Design and code the synchronization software for the production prototype. Design and code the playback software for the synchronized output. Must consider the file format for the sound and video output. Design and develop the graphical user interface. Develop network communication interfaces for file transfers.

Phase 3

Develop upgrades and perform software maintenance.

Technical Consultant

Phase 1

Will oversee and advise both hardware and software developers in choices, design, and testing.

Phase 2

Will oversee and advise both hardware and software developers in choices, design, and testing. Responsible for critically evaluating all technical components.

Technical Staff

Set up and maintain the hardware and software in the classroom environments during the testing and evaluation phase.

Technical Support

Duties include help desk, installing systems for new customers and user training.

Technical Writer

Compose the product documentation and the training manuals.

Testing Programmers

Improve and enhance the software during the testing and evaluation phase

Web Developer

Phase 2

Design the company web site and user interface for accessing the classroom content. Design authentication scheme for controlling access to content. Design database schema for storing users and content.

Phase 3

Maintain the company web site and make changes to web interface as needed due to software upgrades.

Our Phase 1, 2, and 3 Team members

Phase 1	Phase 2	Phase 3
1 Project Manager 3 Hardware Developers 3 Software Developers 1 Educational Consultant 1 Technical Consultant	1 Project Manager 2 Hardware Developers 1 Web Developer 3 Software Developers 4 Testing Programmers 1 Technical Writer 2 Technical Staff/Others 1 Educational Consultant 1 Technical Consultant	1 General Manager 1 Attorney 1 Software Developer 1 Web Programmers 1 Accountant 2 Tech Support 1 Accountant Represent.

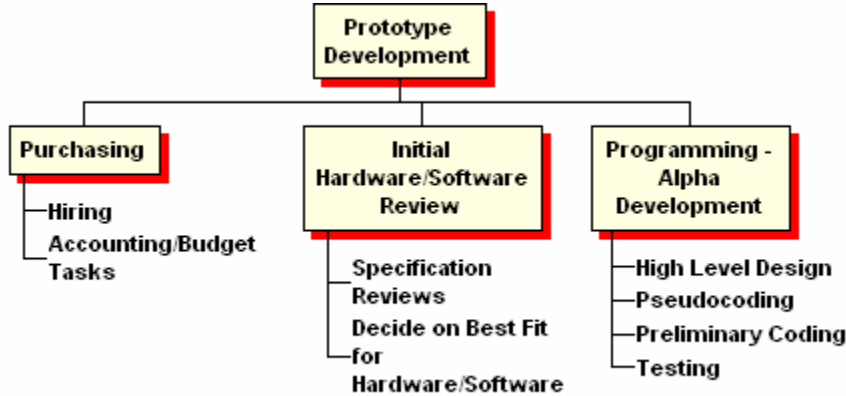
1.D Team Durations of different Phases

- Phase 1 Jan 2005 – July 2005
- Phase 2 July 2005 – Jan 2007
- Phase 3 Jan 2007 –

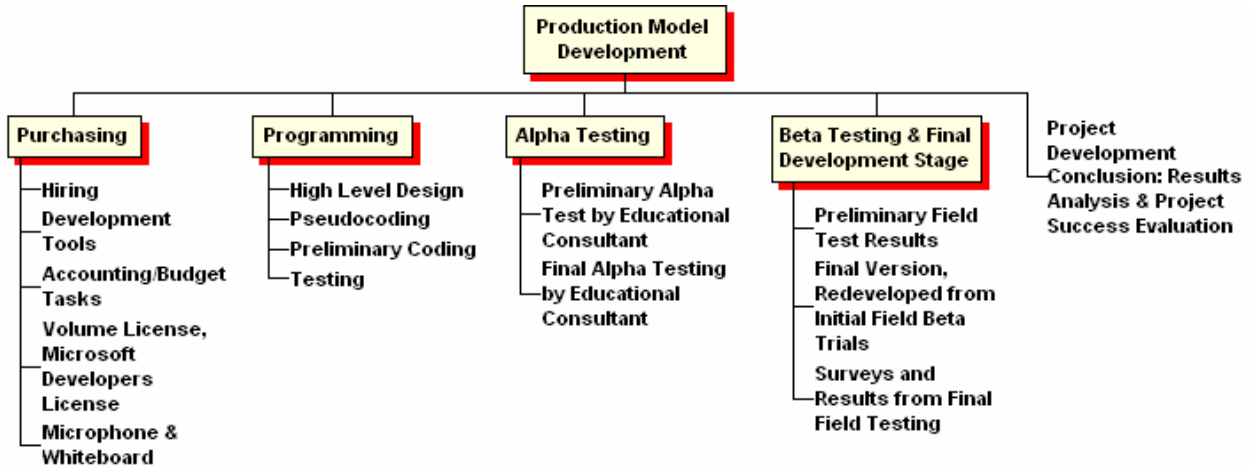
2 Program Planning

2.A Overall WBS

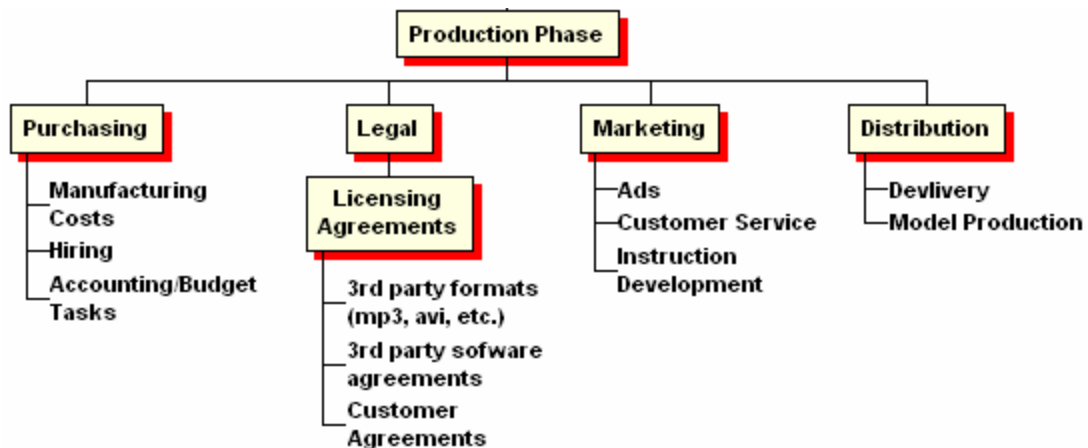
Phase 1 – Prototype Development



Phase 2 – Production Model Development

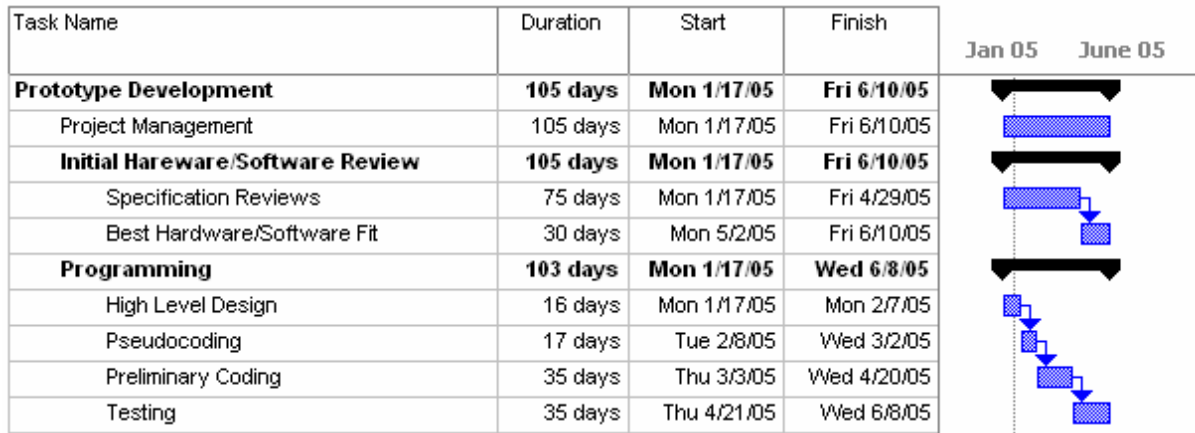


Phase 3 – Production Phase

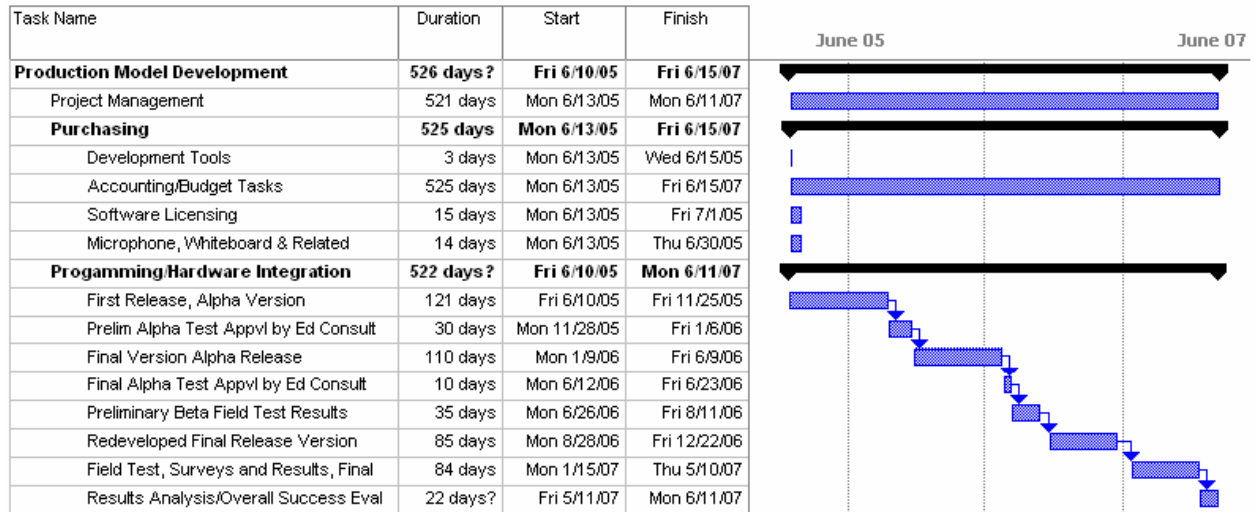


2.B Gantt Charts

2.B.i Phase 1



2.B.ii Phase 2



2.B.iii Phase 3

Task Name	Duration	Start	Finish	June 07	Feb 08
Production Phase	180 days	Tue 6/12/07	Mon 2/18/08	[Gantt bar from June 12 to Feb 18]	
Project Management	74 days	Tue 6/12/07	Fri 9/21/07	[Gantt bar from June 12 to Sept 21]	
Accounting/Budget Tasks	74 days	Tue 6/12/07	Fri 9/21/07	[Gantt bar from June 12 to Sept 21]	
Legal	7 days	Tue 6/12/07	Wed 6/20/07	[Gantt bar from June 12 to June 20]	
Licensing Agreements	7 days	Tue 6/12/07	Wed 6/20/07	[Gantt bar from June 12 to June 20]	
3rd party formats	7 days	Tue 6/12/07	Wed 6/20/07	[Gantt bar from June 12 to June 20]	
3rd party software	4 days	Tue 6/12/07	Fri 6/15/07	[Gantt bar from June 12 to June 15]	
Customer Agreements	5 days	Tue 6/12/07	Mon 6/18/07	[Gantt bar from June 12 to June 18]	
Marketing	180 days	Tue 6/12/07	Mon 2/18/08	[Gantt bar from June 12 to Feb 18]	
Ads	40 days	Tue 6/12/07	Mon 8/6/07	[Gantt bar from June 12 to Aug 6]	
Customer Service	180 days	Tue 6/12/07	Mon 2/18/08	[Gantt bar from June 12 to Feb 18]	
Instruction Development	10 days	Tue 6/12/07	Mon 6/25/07	[Gantt bar from June 12 to June 25]	
Distribution	100 days	Tue 6/12/07	Mon 10/29/07	[Gantt bar from June 12 to Oct 29]	
Model Production	100 days	Tue 6/12/07	Mon 10/29/07	[Gantt bar from June 12 to Oct 29]	
Delivery	80 days	Tue 6/12/07	Mon 10/1/07	[Gantt bar from June 12 to Oct 1]	