



School of Computing

SRM IST, Kattankulathur – 603 203

Course Code: 18CSC206J

Course Name: Software Engineering and Project Management

Experiment No	2
Title of Experiment	Identification of Process Methodology and Stakeholder Description
Name of the candidate	Papai Mondal
Team Members	Dhruv Deshmukh, Atharva Sohani, Papai Mondal
Register Number	RA2111028010125
Date of Experiment	

Mark Split Up

S.No	Description	Maximum Mark	Mark Obtained
1	Exercise	5	
2	Viva	5	
Total		10	

Staff Signature with date

Aim

To identify the appropriate Process Model for the project and prepare Stakeholder and User Description.

Team Members:

SI No	Register No	Name	Role
1	RA2111028010125	Dhruv Deshmukh	Rep/Member
2	RA2111028010105	Atharva Sohani	Member
3	RA2111028010116	Papai Mondal	Member

Project Title:

Selection of Methodology

- < Summarize their understanding of “Waterfall” or “Agile” Methodology>

Phases of Agile Model:

Following are the phases in the Agile model are as follows:

- 1. Requirements gathering**
- 2. Design the requirements**
- 3. Construction/ iteration**
- 4. Testing/ Quality assurance**
- 5. Deployment**
- 6. Feedback**

1. Requirements gathering: In this phase, you must define the requirements. You should explain business opportunities and plan the time and effort needed to build the project. Based on this information, you can evaluate technical and economic feasibility.

2. Design the requirements: When you have identified the project, work with stakeholders to define requirements. You can use the user flow diagram or the high-level UML diagram to show the work of new features and show how it will apply to your existing system.

3. Construction/ iteration: When the team defines the requirements, the work begins. Designers and developers start working on their project, which aims to deploy a working product. The product will undergo various stages of improvement, so it includes simple, minimal functionality.

4. Testing: In this phase, the Quality Assurance team examines the product's performance and looks for the bug.

5. Deployment: In this phase, the team issues a product for the user's work environment.

6. Feedback: After releasing the product, the last step is feedback. In this, the team receives feedback about the product and works through the feedback.



Fig. Agile Model

Advantage(Pros) of Agile Method:

1. **Frequent Delivery**
2. **Face-to-Face Communication with clients.**
3. **Efficient design and fulfils the business requirement.**
4. **Anytime changes are acceptable.**
5. **It reduces total development time.**

Disadvantages(Cons) of Agile Model:

1. **Due to the shortage of formal documents, it creates confusion and crucial decisions taken throughout various phases can be misinterpreted at any time by different team members.**

2. Due to the lack of proper documentation, once the project completes and the developers allotted to another project, maintenance of the finished project can become a difficulty.

Incorporate information to below table regarding stakeholders of the project [Make use of below examples]

Stakeholder Name	Activity/ Area /Phase	Interest	Influence	Priority (High/ Medium/ Low)
Owner	Increase sales & marketing	High	High	High
Project manager	End Product	High	Low	Medium
Investors	Finance	Low	High	Medium
members	End product	High	High	High

Stakeholder Name	Activity / Area / Phase	Interest	Influence	Priority (High / Medium/Low)
Regional Head of Sales & Marketing	Subscription using mobile App	High	High	1
Finance Account Receivable consultant	Multiple Currency Payment	High	Low	3

. Interest and Influence matrix

Interest	Influence
High	High
Low	Low
Low	High
High	Low

Stakeholder	Interests	Estimated Project Impact	Estimated Priority
Owner	Achieve targets, Increase sales margin	High	1
Sponsor	Provides new market to expand ventures Negotiate funding for project Reviews changes to project environments.	Med	3
Team members	Demand incentives Retain and upgrade skills New product excitement	High	2
Project Manager	Lead the team in every aspect. Accountable for entire project scope, team, success & failure	High	2
Investors	Promoter of the investment, Provides necessary financial resources	Low	5
Resource Manager	Resource planning and allocation. Ensuring adequate resource according to project needs and budget.	Med	4
Suppliers	Ensuring feasible and realistic in every aspect Managing divergence from budgeted cost.	Med	6
End Users	Provides feedback	Low	7

Result:

Thus the Project Methodology was identified and the stakeholders were described.