

SE 216 – SOFTWARE PROJECT MANAGEMENT

SOFTWARE PROCESS MODEL DOCUMENT

PROJECT NAME:IR-SEE

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#	NECESSARY NEEDS FROM THE ORGANIZATIONAL PROCESS
1.	Assembling a multidisciplinary team including software developers, UX/UI designers, eye health specialists, language experts, and project managers to ensure comprehensive coverage of all aspects of the project.
2.	Conducting thorough requirement gathering sessions with stakeholders, including educators, and potential end-users, to understand their needs, preferences, and expectations from the platform.
3.	Allocating resources effectively by estimating costs for development, testing, marketing, and ongoing maintenance of the platform.
4.	Evaluating and selecting appropriate technologies and frameworks for platform development, considering factors such as scalability, performance, security, and compatibility with target platforms.
5.	Implementing robust testing procedures to ensure the functionality, usability, performance, and security of the platform before deployment.
6.	Establishing channels for collecting feedback from users during the development process and after the platform's release to iteratively improve the user experience and address any issues or concerns.
7.	Developing a marketing strategy to raise awareness about the platform and attract users, utilizing various channels such as social media, digital advertising, and partnerships with educational institutions or healthcare providers.
8.	Ensuring that all texts used in the reading exercises are obtained and used in compliance with copyright laws and regulations to avoid any legal issues related to intellectual property rights infringement.

SOFTWARE PROCESS NAME: SCRUM

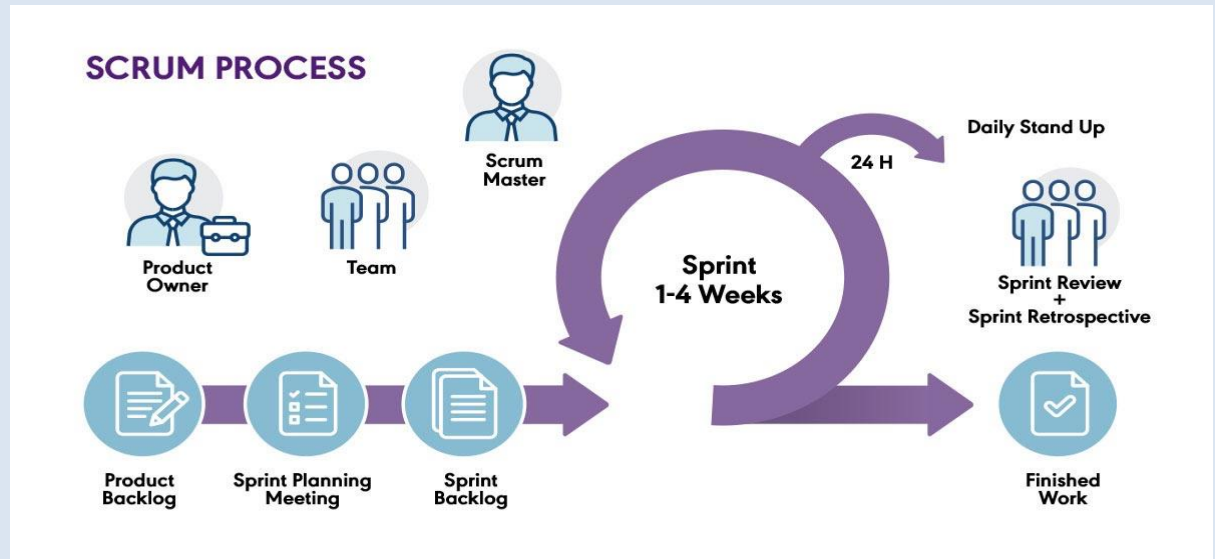
SOFTWARE PROCESS DESCRIPTION:

Scrum is an agile team collaboration framework commonly used in software development. Scrum prescribes for teams to break work into goals to be completed within time-boxed iterations, called sprints. Each sprint is no longer than one month and commonly lasts two weeks. The scrum team assesses progress in time-boxed, stand-up meetings of up to 15 minutes, called daily scrums. At the end of the sprint, the team holds two further meetings: one sprint review to demonstrate the work for stakeholders and solicit feedback, and one internal sprint retrospective.

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SOFTWARE PROCESS MODEL:



Main Sprints:

1. Project Initiation and Requirement Gathering: This sprint focuses on initiating the project and gathering requirements.
2. User Authentication and Profile Management: In this sprint, we implement user authentication and profile management functionalities.
3. Exercise Selection and Language Options: The emphasis of this sprint is on developing features for exercise selection and language options.
4. Exercise Progress Tracking and Customization: This sprint involves implementing exercise progress tracking and customization features.
5. Integration of Eye Exercises and Measurement: We integrate various eye exercises into the platform and implement mechanisms for measuring their effectiveness.
6. Content Recommendations and User Feedback Mechanism : The focus of this sprint is on providing personalized content recommendations and collecting user feedback.
7. Testing and Quality Assurance: This sprint is dedicated to testing the platform and ensuring its quality.

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REASONS TO CHOOSE THIS MODEL:

1. Utilizing a Iterative and Incremental Development system is crucial for our project, enabling us to continuously assess the effectiveness of exercises tailored for our users. Through this method, we can refine and rearrange exercises based on their utility, ensuring optimal outcomes in a professional and efficient manner.
2. By involving stakeholders such as educators and language experts in the Scrum process, we can ensure that the platform meets the specific needs and preferences of users of different age groups and language proficiency levels. Using a range of all-round effective teammates will increase the speed and accuracy of our project.
3. By delivering working increments of the platform at the end of each sprint, Scrum enables early identification and reducing risks. This is particularly important for our project, as it allows us to address any usability issues, technical challenges, or concerns related to eye health early on, reducing the likelihood of these issues impacting the success of our platform.
4. Transparent progress tracking with Scrum, artifacts such as product backlog, sprint backlog and work completion charts will provide transparency about the progress of the project. This visibility will allow stakeholders to track the development of the platform, provide feedback, and allow us to prioritize features or exercises based on their effectiveness in improving reading speed and comprehension rates.
5. Scrum empowers self-organizing teams to make decisions. This collaborative approach is beneficial for our project, as it encourages cross-functional collaboration between developers, designers, eye health specialists, and language experts, providing innovation and ensuring that the platform meets the diverse needs of its users effectively.
6. Reversible control systems and vulnerability scanning software can be used for any problems that may arise when using standard authentication protocols such as OpenID Connect. It will be our benefit to use a reversible progression method like scrum .
7. Planning for the long-term maintenance and evolution of the platform , including regular updates, bug fixes, feature enhancements, and adaptation to changing user needs and technological advancements is can easily continue with scrum .