Agile Software Projects (CM2020)

Course Notes

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Contents

Week 1

Key Concepts

- Describe events and sequences of actions in a coherent manner.

- Manage risk.

- Manage assets and resources.

1.01 Module introduction

During this course we will study processes involved in Engineering Software.

1.07 The basics of interaction design

The following reading provides a good introduction to interaction design:
Sharp, H., J. Preece and Y. Rogers Interaction design: beyond human-computer interaction. (Indianapolis, IN: John Wiley and Sons Inc, 2019) Chapter 1 What is Interaction Design, pp.1–34.
Available here.

1.101 What is a project? What do we mean by 'manage'?

Software Project refers to a deliverable component, something we use.
Software needs to be designed considering the different manifestations of computers. For example, computers may have different CPUs, memory size, IP addresses, languages, etc.
Considering the origins of what we consider the modern internet were built and implement in the 1960s, how is the same technology still working today?
We can think of the core standards taht enable internet connectivity as being successful in delivering what is referred to as a *Minimum Viable Product*, MVP for short.
The Internet is a great example of a successful project, both in terms of doing what it was supposed to do and supporting scalability to a massive degree.
One way to ensure a project is successful by its completion, is to think about our end-users or stakeholders. A simple way to do this is to consider what our users might be trying to achieve while using our software.
It's important to consider how we will define our goals for our intended systems and plan our actions according to our intent. It's easy to take a small idea and grow it beyond

the scope of what resources we have available, whether that be our budget or timescale or technical capacity.

This can be a simplified way to think about our project as a trade off between three different agendas:

Functionality The features provided would dictate our design;

Resources A project with an infinite number of posibilities or permutations, one would need an infinite number of resources to build it;

Time Projects must have a start and end date. A plan is built around this time budget to ensure the project is delivered at the correct date.