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One Page Justification

We have decided to utilize incremental prototype and modify UVSim to meet the requirements of the customer and accommodate future expansion of UVSim. The milestone 1 prototype met the basic needs of UVU, and it is possible to accommodate user needs by going through the phases of prototyping which are design, implementation, and testing of the software development.

It is important to understand why we have decided to utilize incremental prototype. It is because there are many positive affects that would come for both developers and users. The prototype is considered an agile model which is easy for users to interact with developers in the process of the software development. In this case, the problems are detected earlier which would save time for both developers and the users to fix the problem before the product is at the final stage of development. The user is able to input their requirements and opinions throughout the process which would help developers to know when the functionality of software meets the users’ needs. With this approach instead of rebuilding software, we are modifying it. Rather than starting the project all over again, incremental prototype allows us to modify the UVSim since it meets the basic need of user’s requirements.

Another advantage of prototyping is the flexibility of design and development standards. It allows developers and users to put greater attention towards modification which results in greater quality of design in the final product. For example, with the waterfall model, there is a greater chance that the developers won’t fulfill the users’ requirements during the development stages. This happens because there’s no communication between developers and users until the product is finalized. This results in a system that users aren’t satisfied with.

Even though there may be disadvantages of using Incremental prototype, as long as we follow the recommended procedure, we have decided that it would be worth building on top of our current UVSim. It is important for users to understand that it would require continuous interaction with developers in order to solve problems throughout the development process. We understand that a person may not be able to communicate all of the requirements they would like to have before the software program is developed. Users should also understand that “changing software is not all that easy and that a prototype is not a production-quality system”. More interaction would result in more modification to the software which could take time and effort to get closer to the user’s requirement. However, we have decided that modification throughout the development process is more beneficial than approaching the process through the Waterfall Model.