Software Project Management Case Studies

Case Study-1

The four types of prototyping normally done are

- Rapid Throwaway prototypes
- Evolutionary prototypes
- Incremental prototypes
- Extreme prototypes

Rapid Throwaway prototype

Rapid throwaway is based on the preliminary requirement. It is quickly developed to show how the requirement will look visually. The customer's feedback helps drives changes to the requirement, and the prototype is again created until the requirement is baselined. In this method, a developed prototype will be discarded and will not be a part of the ultimately accepted prototype. This technique is useful for exploring ideas and getting instant feedback for customer requirements.

Evolutionary prototype

In evolutionary prototyping, the prototype developed is incrementally refined based on customer's feedback until it is finally accepted. This model is helpful for a project which uses a new technology that is not well understood. It is helpful when the requirement is not stable or not understood clearly at the initial stage.

Incremental prototype

In incremental Prototyping, the final product is decimated into different small prototypes and developed individually. Eventually, the different prototypes are merged into a single product. This method is helpful to reduce the feedback time between the user and the application development team.

Extreme prototype

Extreme prototyping method is mostly used for web development. It is consists of three sequential phases - basic prototype with all the existing page is present in the HTML format, the data process can be simulated using a prototype services layer, the services are implemented and integrated into the final prototype.

“Student Information System”

For this project, Rapid Throwaway prototype should be used because it will be implemented first with basic requirements of the users and the feedback can be obtained from the users after demonstrating the capabilities and the feedback will be used to provide features required to the product.

This prototyping method is used because the customer will be able to provide feedback after the demonstration and that feedback will help drive changes to the requirements and the prototype is again created until the requirement is finalised.

Case Study-2

The customer survey questionnaire includes the following questions.

1) What is your favourite product?
[one sentence answer]
2) Why did you purchase this product?
[one sentence answer]
3) How satisfied are you with the product?
[rate from 0 to 10]
4) How likely are you to recommend this product to your friends?
[rate from 0 to 10]
5) How likely are you to recommend this company to you friends?
[rate from 0 to 10]
6) If you could change one thing about the product, what would it be?
[one sentence answer]
7) Which other options were you considering before our product?
[one sentence answer]
8) Did the product help you accomplish your goal?
[one sentence answer]
9) What's the primary reason for canceling your account?
[one sentence answer]
10) How satisfied are you with the documentation of the product?
[rate from 0 to 10]
11) What will you suggest to improve the documentation?
[one sentence answer]
12) How efficient and flawless is the operation of the product?
[rate from 0 to 10]
13) What improvements can be made to increase the efficiency?
[one sentence answer]
14) How satisfied are you with our customer support?
[rate from 0 to 10]