# Software development starting plan

## 1.Introduction

The introduction is an overview of the project, including its purpose, goals and scopes. They need to define what the project is used for, how it will benefit the customer. The introduction must also define the goals of the system such as a prediction of how it would increase KPI’s (using a % increase). The introduction must also include what the issue is, what the system is aiming to do and how it would do it. They will also outline the input process output so that they can communicate with the client to identify their needs and wants.

## 2.Project organization

Project organization is when the roles of the team members are defined (such as team leader), also this is when budget, timeline ect. is defined. In this phase the team leader will plan out who does what, how long it would take them, how much money this will take up and this outlines what needs to be done so that they can keep within the budget and time scale they were given by the client.

## 3.Project scope

The project scope outlines Goals and objectives such as the aims of the system, client/user requirements, it will also help the developers understand what new technologies will be used, how this benefits the user, the cost of these technologies and how to use them. In the project scope requirements will also need to be defined such as functional and non-functional requirements (such as security, login, ect) the boundaries also need to be defined so that misunderstanding is avoided and extra, unneeded functions are not developed.

## 4.Development Approach

The development Approach is defining how the project will be developed such as what methodology will be used (for a mobile application on a larger scale the agile methodology will need to be used) but the methodology will be chosen based on requirements, scale of the system, Team expertise, budget release and release strategy or this can also be picked by the client.

## 5.Work breakdown Structure

Work breakdown structure defines the Hierarchicalstructurethe WBS starts with the overall project at the top and breaks it down into major deliverable phases, which are then further broken down into smaller tasks, subtasks, and finally, "work packages". This organises work, allows the developers to break down the system into its core components making it easier to understand the project, this also allows them to identify issues. This also helps with more detailed planning.

A diagram of software development plan

AI-generated content may be incorrect.