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Software Process Life Cycle

Van Lang Admissions

# Revision Table

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| --- | --- | --- | --- |
| **Author** | **Date** | **Reason for changes** | **Version** |
| Tai Nguyen | 22/10/2016 | Incremental Process | 1.0 |
| Tai Nguyen | 3/11/2016 | Update Process | 1.1 |
| Tai Nguyen | 12/1/2016 | Update Process | 1.2 |
| Khoi Nguyen | 24/5/2017 | Fix template | 2.0 |

Table of Contents

[Revision Table 1](#_Toc464909527)

[1. INTRODUCTION 3](#_Toc464909528)

[1.1. Purpose 3](#_Toc464909529)

[1.2. Audience 3](#_Toc464909530)

[2. Process 4](#_Toc464909531)

[2.1. Process flow 4](#_Toc464909532)

[2.2. Activities 4](#_Toc464909533)

[2.3. Roles and Responsibility 6](#_Toc464909534)

[2.4. Process Decision 7](#_Toc464909535)

# INTRODUCTION

## Purpose

* It should offer a sampling of the key aspects of the problem and provide a solution that is simple enough to understand and implement easily.
* The analysis of iteration is based on user feedback, and the program analysis facilities available.
* It Supports analysis of the structure, modularity, usability, reliability, efficiency, & achievement of goals.

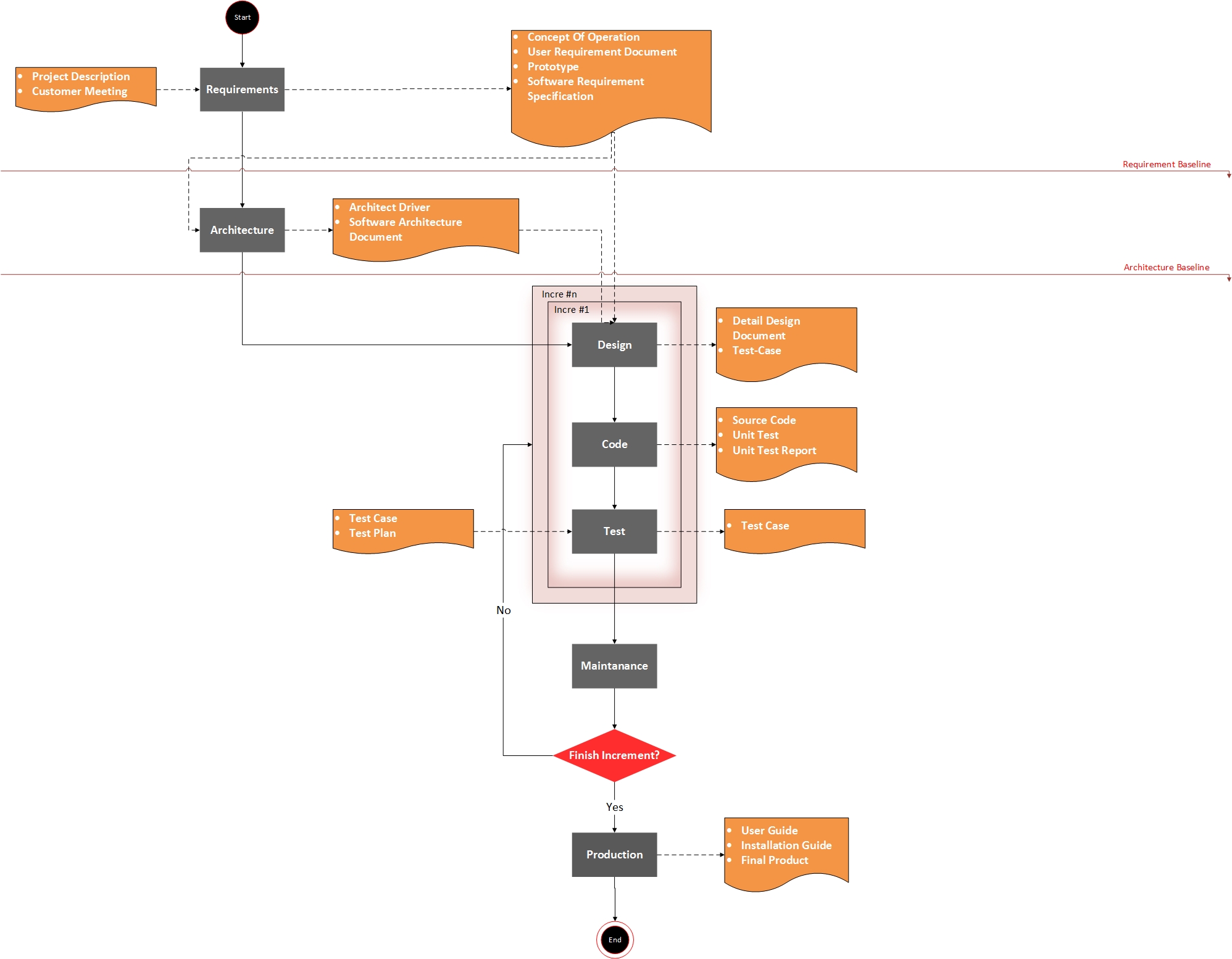
## Audience

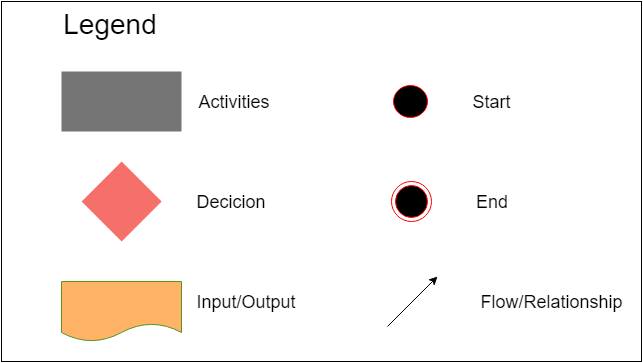
The intended audience of the CM Plan is

|  |  |
| --- | --- |
| **Intended Audience** | **Description** |
| All team member | All member have a meeting and discuss about process |
| The mentor | People give an advice and support group during implement process. |
| Stakeholder on customer side | People give requirement of project |

# Process

## Process flow





## Activities

|  |  |
| --- | --- |
| **Phases** | **Description** |
| Requirement | * The Customers provide information about business process of them. * All requirements are fully collected through meetings with customers then analyze and asked, confirm with the customer.   These requests will be evaluated to choose important requirements, so we can arrange priority of requirement. |
| Architect | The requirements of customers are divided and grouped into sections (modules) each functionality to manage the conduct of software development easily.  Hardware and software are agreed after discussions with customer in meetings.  Analyze quality attribute and trade-off with the customer to bring best thing for customer and team project. |
| Design | Training Design member  Make use case description, use-case diagram, sequence diagram, database.  Determine all functions, quality attribute |
| Implement | Training Implement member  Programming all interface and function for the program. |
| Test | Training Test member  write document: System test, Acceptance test, Summary report, Test case, Bugs List  Run test case |
| Maintain | Guide customer how to use and install program |

## Roles and Responsibility

|  |  |
| --- | --- |
| **Role** | **Responsibility** |
| Requirement Leader | Manage about strategy, schedule, resources, and environment to identify, analyze, document and manage requirement of Capstone Project. |
| Architecture Leader | Discuss the ideas, objectives, requirements and budget of a project and in some cases help to select a site. |
| Design Leader | Manage and review about design document.  Redefine a design brief within the constraints of cost and time;  Presenting finalized ideas and concepts to clients or account managers. |
| Implement Leader | Training for implement member  List task and assign to members  Control each phase of implement process |
| Test Leader | Define the test tool, the way to perform testing, acceptance criteria for testing, deliverable for testing phase. |
| Project manager | Managing the project from the first formal documentation of the project’s initiation to its formal conclusion |

## Process Decision

Reference: [BSS\_ProjectDesicion\_Bla](file:///C:\Users\Admin\Downloads\2317_hot_ppt.zip)