Task 1

1.Prototype methodology

A prototype is an elementary visualisation of a product to test its functionalities and the concept. It arose a way to build a product that will ensure the highest degree of satiation from a consumer of the product and it revolves around the different needs that may arise and the desired goal through four methods of prototyping which include Feasibility prototypes, Low-fidelity user prototypes, High -fidelity use prototypes and Live-data prototypes.

2. Joint Application Development

Joint Application Development is the process used to design computer based system/solutions by collecting requirements side-side as per organisational needs while developing new information systems for a company through the approach of assessing the needs of the end-user to ensure a highest degree of satisfaction when using the product.

3.Feature driven developments

Feature driven developments is an agile framework that is organised around the progression of features of the prototype through software development, it usually includes a team of around 50 or less people with and relies on chief developers which makes this methodology a top-down decision making approach following a 5 step development process which includes developing an overall model, drafting a features list, plan by feature, design by features and ultimately build the feature. Feature driven development is a methodology that is most commonly used by large corporation running large software projects