

SE2030 – Software Engineering

Department of Information Technology, Faculty of Computing

Year 2 semester 1 (2025)

Tutorial 02

Read the following real-world project scenarios carefully. For each scenario, identify the most suitable software process model and justify your choice based on the project characteristics.

1. TrendMart Pvt Ltd is a startup that wants to build a new online shopping platform. Their requirements change frequently based on customer behavior and market trends. They need to deliver the first version quickly and adapt to continuous changes.
2. SafeMed Technologies is developing software to control an advanced heart-monitoring medical device. Errors in the system could harm patients, and every stage of development requires strict testing and validation.
3. A bank plans to develop a mobile banking application starting with a basic version that allows customers to view account details and transaction history. After releasing this version and collecting user feedback, the bank will begin working on the next version with fund transfers and bill payments, followed by future versions with investment tracking and advanced features. Each version must be fully stable before release.
4. SecureDefence Solutions has a government contract to build a highly complex, high-risk defense system. Requirements are evolving as the project progresses, and multiple stakeholders are involved. Frequent reviews and changes are expected.
5. ABC Enterprises needs a payroll management system to automate salary calculations and reporting. All requirements are well-defined and unlikely to change. The project must be delivered within a fixed timeline, and client feedback will be minimal once development starts.
6. MediCare Solutions has been tasked with rapidly developing an appointment scheduling system for nationwide COVID-19 vaccinations. The government needs usable features delivered quickly, and requirements may change frequently as policies evolve.
7. UniConnect is designing a mobile application to help students and lecturers manage class schedules, events, and messages. Requirements are unclear, and the team needs to build quick mockups to gather feedback and improve the design before final development.