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SE 216 – SOFTWARE PROJECT MANAGEMENT
SOFTWARE PROCESS MODEL DOCUMENT

SOFTWARE PROCESS NAME: Agile (Scrum)

SOFTWARE PROCESS DESCRIPTION:

The stakeholder will be consulted to determine the requirements for the initial product backlog. Product owner and stakeholders may not anticipate all requirements. After the sprint backlog is created, the targets in this backlog will be completed within a certain period of time. Begin development work on the selected backlog items, focusing on delivering working increments of functionality within each sprint. Regularly review progress and adapt plans as needed based on feedback and changing requirements. At the end of each sprint, hold a sprint review meeting to demonstrate the completed work to stakeholders and gather feedback. Use this feedback to validate assumptions, make adjustments, and refine priorities for future sprints. Conduct a sprint retrospective meeting to reflect on what went well during the sprint, what could be improved, and any actionable insights or lessons learned. Use this information to make continuous improvements to the development process. Seek regular feedback from users, stakeholders, and domain experts throughout the development process to validate assumptions, identify opportunities for improvement, and ensure that the product meets the needs of its intended users.

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SE 216 – SOFTWARE PROJECT MANAGEMENT

SOFTWARE PROCESS MODEL DOCUMENT

Product Backlog: The task list will be organised by the product owner in consultation with the stakeholder. Possible product backlog items:

Database design, implementation

User authentication and authorization

Prescription management

Medication description and reminder

Live support

Monitoring system

Usability testing and optimization

Sprint Planning: During sprint planning, the team will select the task or tasks that can be completed within a specific time frame from the product backlog. The team will then plan the duration of each task. The tasks will be distributed based on what needs to be accomplished during the sprint.

Sprint Backlog: A to-do list will be created for the sprint. Possible sprint backlog items:

Getting medication data from the database

Prescript medication to patient

Detecting any possible

Showing information about the medication

Reminder for patient

Daily Scrum: Daily meetings will be held at 8.30 and 17.35. progress and any challenges encountered during the day. This will ensure that everyone is aware of all aspects of the project.

Sprint Review: At the end of each sprint, the project team and stakeholders analyse the increment. Additions and adjustments can be made to the product backlog after this review.

Sprint Retrospective: After each sprint, the team will discuss how to improve the process for the next sprint.

REASONS TO CHOOSE THIS MODEL:

SE 216 – SOFTWARE PROJECT MANAGEMENT

SOFTWARE PROCESS MODEL DOCUMENT

Flexibility: As the pharmaceutical and healthcare sectors are unpredictable, new requirements may arise. Additionally, new diseases, medicines, and laws may necessitate changes in practice, requiring us to adapt.

Manageability: The system has a high number of requirements and stakeholders, which increases the workload. However, dividing the workload into smaller parts and constantly examining and reviewing with the development team it can make it more manageable.

Transparency: As progress is visible to both developers and stakeholders, they will better understand how the system works, preventing possible misunderstandings. Additionally, increased workload visibility allows for better workload management by dividing it into smaller parts.

Testability: Given the unpredictable nature of the health and pharmaceutical sector, collaborating with stakeholders can provide additional information on extreme cases. This information can help prepare for testing scenarios that developers may not have considered.

Enhanced Quality: By cooperating with stakeholders and adapting as necessary, we can create a more reliable, useful, and complete application for users without relying on excessive documentation and negotiation.

Detecting Mistakes: As each aspect of the project will be worked on together, the same code can be reviewed by different people. This allows errors to be detected more effectively and project members to cover each other's mistakes.