

Quality plan

The group will follow SCRUM, agile: extreme programming principles which are laid out as follows.

Incremental development: Code will be created quickly to meet the customer's requirements and then be added onto with additional functionality. This way a useable product will be created sooner.

Change through frequent system releases: The updates will be small but frequent, thus encouraging code refactoring and helping us keep the project simple.

Full time customer involvement: The customer will be conferenced frequently and shown the latest iteration in order to guarantee they are getting the product they want and to allow us to accommodate for changes.

Pair programming: programmers work in pairs and pairs change over time. This will help spread common knowledge of code across the team and encourage refactoring.

Refactoring: changes cannot be anticipated so constant code refactoring is required to make it simple to adapt as the requirements change.

Test first development: tests should be planned out before the code is written, writing tests as programs to be executed e.g. through JUnit; this way all previous tests can be run when new functionality is added. After any new work is committed it must pass existing tests.

Agreement

So the group can agree on the quality of completed work at weekly reviews, the existing design paradigm will be checked and updated to make sure all the colleagues agree on their principles.