Fall 2022 CEG-4110-10 CEG-6110-10

Introduction to Software Engineering

Software Development Plan (Agile)

Project Title: Simple Library System

Project Synopsis:

Concept of Operation (CONOPS):

Schedule:

* Project start date
* Define sprint durations
* Project end date

Software Development Environment

* Hardware:
* Operating System:
* Compiler/Linker Tools:

Configuration Management

* Identify tools and any special procedures

Target Environment

* Hardware:
* Operating System

Development Methodology:

* Agile

Identify Roles:

* Product Owner
* Team
* Scrum Master

Identify The Product Backlog

* Requirements of what is to be implemented

Identify Initial Sprint Backlog

* Identify what is to be implemented first, second, third, etc.

Sprint Execution:

Sprint Planning:

Inputs:

* Product backlog
* Sprint backlog
* Any required technical Information (interface definitions, etc.)

Team Activity:

* Product Owner – Updates product backlog to contain updated requirements.
* Scrum Master – Works with the team and product owner to define the new sprint backlog.
* Development Team – Provides feedback on task efforts and sprint backlog.
* All members define what “Done” is.

Outputs:

* Refined product backlog
* Updated sprint backlog

Daily Scrum:

Inputs:

* Sprint backlog

Team Activity:

* Scrum master – polls the team as to the status
* Development Team – provides status on progress and other needs

Outputs:

* Updated sprint backlog
* Meeting minutes (Date, Time, Attendees, at a minimum

Sprint Review:

Inputs:

* Sprint backlog

Team Activity:

* Sprint Review
* Stakeholders updated with latest status

Outputs:

* Delivered new software capability (Increment)