

# Lucky Imaging CCD Camera Control Software Development Case Version 1.0

## Revision History

Date	Version	Description	Author
26/sept/09	1.0	Draft	Mario Aguilera, Luis Gordillo, Miguel Ortiz, Francisco Ramirez, Alexis Tejada
21/Dec/09	2.0	Final	Mario Aguilera, Luis Gordillo, Miguel Ortiz, Francisco Ramirez, Alexis Tejada

## Development Case

### 1.Introduction

#### 1. Purpose

The purpose of the development case is to describe, define and specify the process and deliverable products (i.e. the "artifacts") that will serve as a guideline to manage the project development during its lifecycle.

The software developers will use to know what, when and how to work on the project.

#### 2. Scope

The scope of this development case involves the "Lucky Imaging CCD Camera Control Software" only, during its initial and future development. The detail of the iterations will be provided as an independent document.

### 2.Overview of the Development Case

#### 1. Lifecycle Model

The lifecycle model will be based to some extent on the agile UP model. The process will be iterative and its documentation will be tailored as needed.

## 2. Disciplines

The development-case presented here, involves these disciplines: Requirements, Analysis & Design, Implementation, Test, Deployment, Configuration & Change Management, Project Management.

## 3. Discipline Configuration

The purpose of this section is to explain how the configuration discipline works. This includes an explanation of the purpose for various tables and for each of the sections that describe the various disciplines listed in the section titled Disciplines.

### 1. Artifacts

Artifacts	How to Use				ReviewDetailsToolsTemplates/ Used Examples
	Inception	Elaboration	Construction	Transition	
Requirements					
Glossary	No	No	No	No	Internal-Formal
Requirements	Yes	No	No	No	Internal-Formal
Design / Analysis					
Design	No	Yes	Yes	Yes	Internal-Formal
Data Model	No	No	No	No	Internal-Formal
Implementation					
User prototypes interface	No	No	No	No	External- Formal
Configuration and Change Management	No	No	No	No	Internal-Formal
Project Management					
Software Development Case	Yes	Yes	Yes	Yes	Internal-Formal
Software Requirements Specification	Yes	Yes	Yes	Yes	Internal-Formal
Software Development Plan	Yes	Yes	Yes	Yes	Internal-Formal
Test					
Functional Cases	TestNo	No	No	No	Internal-Formal
Environment	No	No	No	No	Informal

## 4. Artifact Classification

An artifact is a deliverable of the process. It is often developed within one core workflow, although there are exceptions. The artifacts are organized in the workflow where they are created. To describe how an artifact will be used, we use the following classification scheme:

- Yes: The artifact will be delivered at the ending of the current phase.
- No: The artifact will NOT be delivered at the ending of the current phase.

## 5. Review Procedures

The project uses the following review levels:

- Formal-External: This artifact is part of the delivery at a specific milestone and requires some form of approval by the customer, the sponsor or some other external stakeholder.
- Formal-Internal: This artifact is formally reviewed internally by the project developers.
- Informal: This artifact is reviewed, but not formally approved.

## 6. Sample Iteration Plans

Fase	Iterations
Inception	1
Elaboration	2
Construction	1
Transition	Undefined