

Project 1

Tyler Cole, Andrew Durkiewicz, Spencer Griffin, Cody Roberson, and Zachary Carnago

**Process Model Used:** Incremental (Iterative, Plan-based)

After analyzing the different models, our group decided that the best process to use for our specific needs was the Incremental Process Model. This model is an iterative, plan-based model that breaks the activities into pieces. The split of these activities (as well as the ability to go back to certain activities after making different versions of the program) was very useful to develop a program that relied on multiple people building on what others have already completed.

The rationale behind using an incremental model was that we wanted to build on multiple versions of the same program, with a person (or multiple people) adding changes every time. We found ourselves coming back to the previous activities many times and then going forward to either test or validate a new version that was created. The main disadvantage that we noticed was that with each new iteration of the program, we had to resolve new bugs from adding on top of the previous versions (or, in other words, our program started to degrade as more things were changed), but we had enough communication to solve these problems.

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| --- | --- | --- | --- | --- | --- |
| **Name** | **Requirements** | **Planning** | **Modeling** | **Coding** | **Delivery** |
| Tyler Cole | 1 | 3 | 6 | 6 | 0 |
| Andrew Durkiewicz | 1 | 2 | 2 | 8 | 0 |
| Spencer Griffin | 1 | 3 | 3 | 6 | 0 |
| Cody Roberson | 1 | 2 | 2 | 10 | 1 |
| Zachary Carnago | 1 | 3 | 4 | 6 | 0 |
| **Total** | **5** | **13** | **17** | **36** | **1** |
| **Team Total:** 72 |  |  |  |  |  |