

		Definition	Low End {1, 2}	Medium {3, 4}	High End {5, 6}
Scale factors	flex	development flexibility	development process rigorously defined	some guidelines, which can be relaxed	only general goals defined
	pmat	process maturity	CMM level 1	CMM level 3	CMM level 5
	prec	precedentedness	we have never built this kind of software before	somewhat new	thoroughly familiar
	resl	architecture or risk resolution	few interfaces defined or few risks eliminated	most interfaces defined or most risks eliminated	all interfaces defined or all risks eliminated
	team	team cohesion	very difficult interactions	basically co-operative	seamless interactions
Effort multipliers	acap	analyst capability	worst 35%	35% - 90%	best 10%
	aexp	applications experience	2 months	1 year	6 years
	cplx	product complexity	e.g. simple read/write statements	e.g. use of simple interface widgets	e.g. performance-critical embedded systems
	data	database size (DB bytes/SLOC)	10	100	1000
	docu	documentation	many life-cycle phases not documented		extensive reporting for each life-cycle phase
	ltex	language and tool-set experience	2 months	1 year	6 years
	pcap	programmer capability	worst 15%	55%	best 10%
	pcon	personnel continuity (% turnover per year)	48%	12%	3%
	plex	platform experience	2 months	1 year	6 years
	pvol	platform volatility	12 months/1 month	6 months/2 weeks	2 weeks/2 days
	rely	required reliability	errors are slight inconvenience	errors are easily recoverable	errors can risk human life
	ruse	required reuse	none	multiple program	multiple product line
	sced	dictated development schedule	deadlines moved to 75% of the original estimate	no change	deadlines moved back to 160% of original estimate
	site	multi-site development	some contact: phone, mail	some email	interactive multi-media
	stor	required % of available RAM	N/A	50%	95%
	time	required % of available CPU	N/A	50%	95%
	tool	use of software tools	edit, code, debug		integrated with life cycle
Effort	months	construction effort in months	1 month = 152 hours (includes development & management hours)		