Team Dark Silver

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Summary of Work to be Done

Our proposed new feature is fairly lightweight in terms of interacting with the existing codebase. Following the guide by Robertson & Robertson and Capers Jones in determining level of effort for software projects, we found that our feature has only 22 function points, calculating out to a total of just .55 staff months, or a little over 2 weeks for 1 developer working full time. Applying a 20% uncertainty allowance gives us a range of .44 to .66 staff months.

For the earliest practical delivery of this feature, we would suggest assigning four developers to the task with a deadline of three days. This works out to about .60 staff months, which leans just slightly on the comfortable side of our estimate. Any more developers would likely slow down the project. Four is already pushing feasibility, but if they've worked together in the past, then they should be able to handle this project.

A minimal staff for this project would be a single developer. They would need two or three weeks to complete the project, which isn't so long that a lone worker would become overwhelmed. The codebase is large, but our feature doesn't require an extensive knowledge of all of it. A single developer would be able to learn enough about it to implement our new feature, and not have to worry about the overhead costs that come with teams working together.

The most reasonable staffing plan would be two developers working for 7 days. This plan affords the team the benefits of teamwork without the drawbacks of stuffing a lot of people into a small project to get it out the door faster. The developers will be able to help each other through roadblocks without getting in each other's way the rest of the time. If staff and time allows, this is our recommended strategy for implementing our feature.