**Deadline Team Process**

Admission system

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# **Revision**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No** | **Version** | **Update date** | **Author** | **Content** |
| 1 | 1.0 | 11/20/2013 | Ta Ngoc Thien Phu | Create document |
| 2 | 1.1 | 11/21/2013 | Ta Ngoc Thien Phu | Update document |

Table 1: Revision history

# **Introduction**

## Purpose

This purpose of this document is show steps by steps that team have to comply to develop Admission System Project

## Goal

All members can understand about Development Model.

Each members can understand roles in Development Model.

Each members join to each role.

# **Development Cycle**

## Development Cycle



*Development Cycle*

## Development Cycle description

|  |  |  |
| --- | --- | --- |
| **No** | **Phase** | **Description** |
| 1 | Discover architecture driver | Get data that required from customer, data have to high level  This phase, requirement engineer only collect data from customer, not analyze |
| 2 | Establish project scope | Use data that collect from phase 1, engineer start analyze and define project scope  Priority for data that collect from customer |
| 3 | Create/refine Architecture | Create design architecture drivers, if architecture driver need refine after completed experimentation from phase, re-design/refine architecture drivers |
| 4 | Architecture review | Design Team will review architecture drivers |
| 5 | Product Go/No-Go | In stage 5 the team has to decide whether the architecture design needs further refinement or if they should proceed into production planning. |
| 6 | Experimentation | The purpose of the experiments is to address specific issues that arose during the evaluation; thus, the architecture guides the team in discovering and mitigating risk. Once the experiments are executed, the team returns to stage 3 |
| 7 | Planning Meeting | the team in discovering and mitigating risk. Once the experiments are executed, the team returns to stage 3 |
| 8 | Get Detail Requirement | At each sprint, the requirement team made clearly requirements in the Sprint backlog tasks to serve to estimate and perform the work in the sprint. |
| 9 | Detail design | Production Engineer base on architecture design document to & detail requirement to detail design for system. Daily, each Producing Engineer‘s task has been made ​​will be updated to the Scrum board and burn down. Based on the estimated time and actual time |
| 10 | Implement Sprint | Producing Engineer will programming and unit test. Daily, each Producing Engineer‘s task has been made ​​will be updated to the Scrum board and burn down. Based on the estimated time and actual time |
| 11 | Testing | Producing Engineer testing. Daily, each Producing Engineer‘s task has been made ​​will be updated to the Scrum board and burn down. Based on the estimated time and actual time |
| 12 | Review | After completing the job in the previous step, the team will conduct a review of all. When the members have determined was completed, all the changes will be rejected and returned to the following sprint. |
| 13 | Retrospection | Review, report and repeat. Meetings to assess the work done after each sprint of the members. Each person will present achieved what, feedback from customers, review sprint time. Looking back the burn down chart to determine the full and receive contributions in addition to continue to the next sprint |

Table 2: Development Cycle Description

# **Role and Responsibilities**

## Responsibilities

|  |  |  |
| --- | --- | --- |
| **No** | **Roles** | **Responsibilities** |
| 1 | Managing engineer  (Scrum Master + Product Owner) | * The managing engineer is responsible for coordinating the overall system design and development effort. * The Managing Engineer is a certified Scrum Master who oversees and ensures compliance with the Scrum process. * The Managing Engineer takes ownership of al Product Backlog Items, removes impediments, and ensures proper estimation of each Product Backlog Item. * Managing Engineer works directly with the Product Owner of those projects |
| 2 | Production engineers  (Developer) | * The developer takes ownership of and implements Sprint Backlog Tasks. * The producing Engineer also performs unit test |
| 3 | Requirements engineer | * The requirements engineer leads the effort to gather and document the architectural drivers. * Help to manage the change and evolution of the architectural drivers |
| 4 | Support engineer | * The support engineer is responsible for setting up and maintaining the design team’s support tools and environments, such as development environments and tools, configuration management tools, test environments and testing tools |
| 5 | Chief architect | * The chief architect is responsible for overall system design. * Chief architect work with all of the other members of the design team to coordinate the system design, beginning with gathering the architectural drivers, designing the architecture, reviewing it, refining it, and documenting it until production and deployment—preferably throughout the system or product life cycle |
| 6 | Chief scientist | * The chief scientist is the project technologist and is primarily responsible for coordinating the planning, tracking, and documentation of experiments that are used to refine the architecture design |
| 7 | Quality process engineer | * The quality process engineer ensures that ACDM and other defined processes are followed as prescribed to ascertain project quality goals are met. The quality process engineer is responsible for coordinating architecture design reviews as well as product test development, planning, and execution |

Table 3: Responsibilities

## Role

|  |  |  |
| --- | --- | --- |
| **No** | **Roles** | **Members applied** |
| 1 | Managing engineer: | Huy Ngo |
| 2 | Support engineer | Chau Le |
| 3 | Chief architect | Phu Ta |
| 4 | Requirements engineer | Khang Huynh |
| 5 | Chief scientist | Dao Khau |
| 6 | Quality process engineer | Huy Nguyen |
| 7 | Production engineers | All team |

Table 4: Role