



# Software Development Process

Producer: DAVID SHALOM



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A stylized illustration of a mountain peak in the top right corner, rendered in shades of teal, brown, and tan with abstract, flowing lines.

- 01** Planning
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- A stylized illustration of a mountain peak in the bottom left corner, rendered in shades of teal, brown, and tan with abstract, flowing lines.

The background features a textured, light beige surface. At the top, there are stylized, wavy clouds in a light tan color. At the bottom, there are stylized mountain peaks. The mountains on the left and right are colored in shades of teal and brown, with thin, wavy lines in a golden-brown color running up their slopes. The mountain in the center-right is a solid, light greyish-blue.

01

# Planning

PART 01



# Requirements Gathering



## Stakeholder

Interviews show clear needs and expectations

## Surveys

Surveys reveal key user preferences

## Market Res

Market trends shape strategy and positioning

## Use Case

Use cases define requirements and interactions



# Project Scope Definition

## Aim & Goal

Clearly define project aims to ensure focused efforts

## Deliverable

Specify tangible outcomes required for project completion



## Timeline

Establish a schedule to track project milestones effectively

## ResAlloc

Distribute necessary resources to optimize project execution



The background is a textured, light beige surface. At the top, there are stylized, wavy clouds in a light tan color. At the bottom, there are stylized mountains in shades of teal, green, and brown, with thin gold lines indicating ridges and valleys.

02

# Design

PART 02



# System Architecture



**01**

## High-Level Design

Emphasizes system structure and component interactions

**02**

## Low-Level Design

Implement algorithms efficiently with specific data structures

**03**

## Tech Stack Choice

Select suitable tools, languages, and frameworks

**04**

## Design Patterns

Reusable solutions for common software design issues



# User Interface Design

Wireframing visualizes  
layout and functionality  
early on

## Wireframe

01

Prototyping allows fast  
interactive testing of design  
ideas

## Prototype

02

Usability testing evaluates  
user experience and  
identifies improvements

## Usability

03

Accessibility makes designs  
usable for everyone,  
including disabled

## Access Now

04





The background features a textured, light beige surface. At the top, there are stylized, wavy orange shapes representing clouds. At the bottom, there are stylized mountain peaks in shades of teal, green, and brown, with thin orange lines indicating ridges or paths.

03

# Development

PART 03

# Coding Standards



## **Naming**

Consistent naming improves code readability and maintenance

## **Version**

Version control systems allow collaboration and rollback

## **Code Rev**

Peer reviews enhance code quality and foster learning

## **Document**

Good documentation improves code clarity and upkeep

# Testing

## Unit Testing

Ensures the correctness and functionality of components



## Integration Test

Combines components to verify interactions and data flow



## System Testing

Evaluates the system's compliance with requirements



## User Test

Validates system usability and functionality from the user view





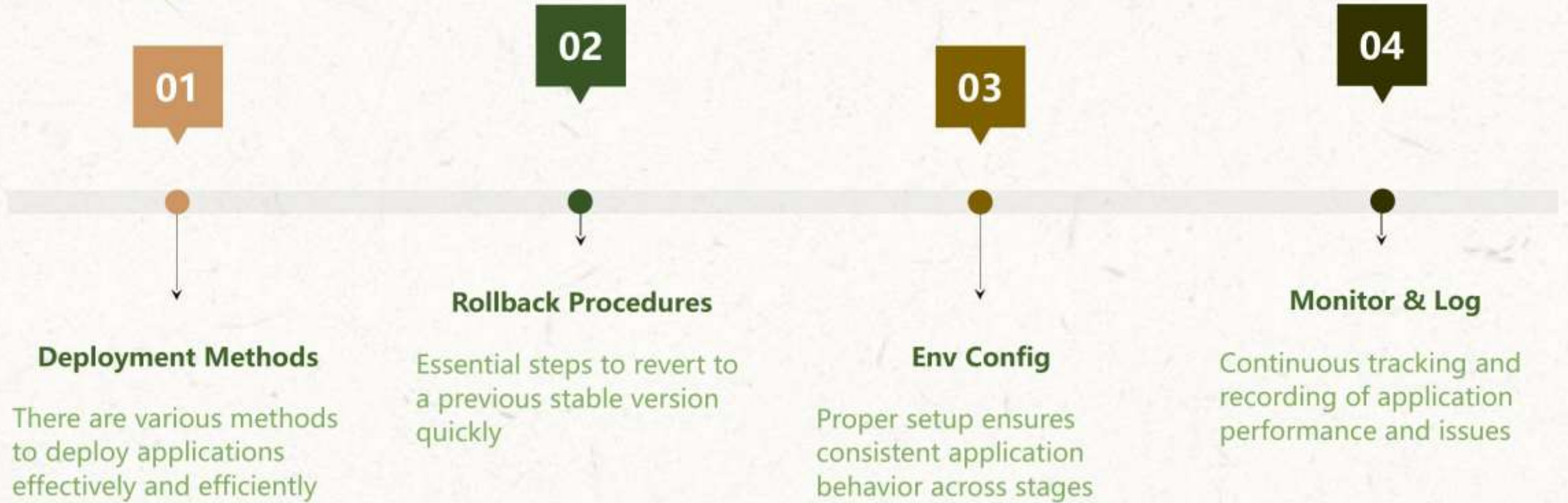
The background features a textured, light beige surface with faint, stylized mountain ranges in shades of teal and brown at the bottom and top edges.

04

# Deployment

PART 04

# Release Management



# User Training



## Training Docs

Guides and tutorials enhance user skills and knowledge

## Feedback Needed

User insights improve training and resource relevance

01

02

03

04

## Workshops

Interactive sessions boost hands-on, collaborative learning

## Support Help

Help docs and contact options ensure support





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05

# Maintenance

PART 05

# Bug Fixing



## ■ Issue Tracking

Effective issue tracking ensures quick bug resolution

## ■ Prioritization

Prioritization targets critical bugs impacting user experience

## ■ Patch Management

Patch management ensures software stability with systematic fixes

## ■ Regress Test

Regression testing ensures changes don't introduce new issues

# Feature Enhancements



## User Feedback Review

Analyzing user feedback helps identify key areas for improvement

## Roadmap Planning

Strategic roadmap planning aligns feature enhancements with user needs

## Iterative Dev

Iterative development allows for continuous improvement through user testing







**THANKS**