

Life Cycle Plan (LCP)

Yanomamo Interactive DVD/Online

Team No. 6

Reetika Rastogi - Project Manager, Life Cycle Planner
Rohit Mani - Requirements Engineer, Life Cycle Planner
Sanjay Kutty - Feasibility Analyst, Software Architect
Shruti Sannabhadti - Software Architect, Prototyper
Tushar Saxena - Operational Concept Engineer, Requirements Engineer
Cristina Cano - Prototyper, Feasibility Analyst

12/02/2013

Version History

Date	Author	Version	Changes made	Rationale
09/27/13	RR, RM	1.0	Updated Section 1.1 – 3.3	Initial draft of the Life Cycle Plan; To be included in the VC Package.
10/12/13	RR,RM	2.0	Updated Section 4.1 – 5	Fixed Defects. To be included in the Draft FC Package.
10/14/13	RM	2.1	Updated Section 2, 5	Fixed Defects.
10/16/13	RM	2.2	Updated Resource Estimation	Incorporated ARB Feedback
10/23/13	RM	3.0	Updated section 6.1	To be included in the DC Package
11/30/13	RM	4.0	Updated section 2, 6	Final Draft of the LCP to be included in the TRR Package

Table of Contents

Life Cycle Plan (LCP)	i
Version History	ii
Table of Contents.....	iii
Table of Tables.....	iv
Table of Figures	v
1. Introduction	1
1.1 Purpose of the LCP	1
1.2 Status of the LCP	1
1.3 Assumptions.....	1
2. Milestones and Products	2
2.1 Overall Strategy	2
2.2 Project Deliverables	3
3. Responsibilities	6
3.1 Project-specific stakeholder’s responsibilities	6
3.2 Responsibilities by Phase	6
3.3 Skills	7
4. Approach	8
4.1 Monitoring and Control	8
4.2 Methods, Tools and Facilities	9
5. Resources	10
6. Iteration Plan	15
6.1 Plan.....	15
6.1.1 Capabilities to be implemented	15
6.1.2 Capabilities to be tested.....	16
6.1.4 CCD Preparation Plans.....	17
6.2 Iteration Assessment	17
6.2.1 Capabilities Implemented, Tested, and Results	17
6.2.2 Core Capabilities Drive-Through Results	17
6.3 Adherence to Plan.....	18

Table of Tables

<i>Table 1: Artifacts Deliverable in Exploration Phase.....</i>	<i>3</i>
<i>Table 2: Artifacts deliverable in Valuation Phase.....</i>	<i>4</i>
<i>Table 3: Artifacts deliverable in Foundations Phase</i>	<i>4</i>
<i>Table 4: Artifacts deliverable in Development (Construction) Phase</i>	<i>5</i>
<i>Table 5: Artifacts deliverable in Development (Transition) Phase</i>	<i>5</i>
<i>Table 6: Stakeholder's Responsibilities in each phase</i>	<i>6</i>
<i>Table 7: Skills</i>	<i>7</i>
<i>Table 8: Methods, Tools and Facilities</i>	<i>9</i>
<i>Table 9: Module lists and SLOC of each module</i>	<i>10</i>
<i>Table 10: COCOMOII Scale Drivers</i>	<i>11</i>
<i>Table 11: COCOMOII Cost Drivers for Video Rendering Module.....</i>	<i>12</i>
<i>Table 12: COCOMOII Cost Drivers for Linking Tool</i>	<i>13</i>
<i>Table 13: Construction iteration capabilities to be implemented.....</i>	<i>15</i>
<i>Table 14: Construction iteration capabilities to be tested.....</i>	<i>16</i>
<i>Table 16: Capabilities implemented, tested, and results</i>	<i>17</i>

Table of Figures

<i>Figure 1: COCOMOII Estimation Results</i>	<i>11</i>
<i>Figure 2: COPSEMO Tab</i>	<i>11</i>
<i>Figure 3: COCOMOII Scale Factors</i>	<i>12</i>
<i>Figure 4: COCOMOII Cost Drivers #1</i>	<i>13</i>
<i>Figure 5: COCOMOII Cost Drivers #2</i>	<i>14</i>

1. Introduction

1.1 Purpose of the LCP

The purpose of the LCP is to provide a starting point for defining the steps and associated activities that make up the software development process.

1.2 Status of the LCP

The status of the LCP is currently at the Development Commitment Package version number 3.0. This is the version of the LCP to be included in the DC Package.

1.3 Assumptions

- The duration of the project is 12 weeks (Fall 2013)
- There are six on-campus members in the project team
- NDI-Intensive Process Model is being used for this project

Instructional Incremental Commitment Spiral Model – Software Electronic Process Guide is being used as the guideline for our project.

2. Milestones and Products

2.1 Overall Strategy

Yanomamo Interactive DVD/Online is following NDI-Intensive process because there are many existing Non-Development Items which can be used to deliver the core capabilities of the system.

Exploration phase

Duration: 09/09/2013 – 9/27/2013

Concept: The team explores the current system, the system and software requirements, and life-cycle plan. In this phase, the team will prioritize the capabilities, conduct investment and feasibility analysis, and implement the software prototype.

Deliverables: Valuation Commitment Package, Client Interaction Report, Project Reports and Plans, Weekly Effort Report.

Milestone: Valuation Commitment Review

Strategy: One Incremental Commitment Cycle

Valuation phase

Duration: 09/28/2013 – 10/14/2013

Concept: In this phase, the team develops the operational concept, provide feasibility evidence, improve the initial prototype and define the quality policy.

Deliverables: Draft Foundations Commitment Package, Core Foundations Commitment Package, Initial Prototype, Project Reports and Plans, Weekly Effort Report.

Milestone: Foundations Commitment Review

Strategy: One Incremental Commitment Cycle

Foundations phase

Duration: 10/17/2013 – 10/23/2013

Concept: Continue risk assessment process, regular stakeholder meetings are to be taken every week, regular progress reports and effort reports to be submitted every Monday and every other Monday respectively, project plans are to be prepared and released on project web-page, risk resolution, assessing project status, sharing implementation jobs. Start work on linking tool and start making test plans and schedules.

Deliverables: Development Commitment Package, Initial Prototype, Project Reports and Plans, Weekly Effort Report.

Milestone: Development Commitment Review

Strategy: One Incremental Commitment Cycle

Development phase - Construction

Duration: 10/24/2013 – 11/15/2013

Concept: Work on synchronization of all documents. Prepare for the core capability drivethrough by starting work on all the modules required to deliver the core capabilities of the system. Continue risk assessment process; regular stakeholder meetings are to be taken every week, regular progress reports and effort reports to be submitted every Monday and every other Monday respectively; project plans are to be prepared and released on project web-page, risk resolution, assessing project status, sharing implementation jobs. Continue work on linking tool and start the testing process.

Deliverables: Enhanced Prototype of the system consisting of all core capabilities.

Milestone: Core Capability Drivethrough

Development phase - Transition

Duration: 11/16/2013 – 12/15/2013

Concept: Finishing the proposed system is the main focus of this phase. Finishing work on the linking tool also takes top priority. Testing must be performed by the development team as soon as a capability is delivered. Preparing a transition plan and training the users of the system to use the interface is also done in this phase. Continue risk assessment process; regular stakeholder meetings are to be taken every week, regular progress reports and effort reports to be submitted every Monday and every other Monday respectively; project plans are to be prepared and released on project web-page, risk resolution, assessing project status, sharing implementation jobs

Deliverables: Final Product, All Planning, Testing, Quality and Transition Documents.

Milestone: Transition Readiness Review

2.2 Project Deliverables

2.2.1 Exploration Phase

Table 1: Artifacts Deliverable in Exploration Phase

Artifact	Due date	Format	Medium
Client Interaction Report	9/20/2013	.doc, .pdf	Soft copy
Valuation Commitment Package <ul style="list-style-type: none">• Operational Concept Description (OCD) Early Section• Life Cycle Plan (LCP) Early Section• Feasibility Evidence Description (FED) Early Section	09/27/2013	.doc, .pdf	Soft copy
Project Effort Report	Every Monday	Text	ER system
Project Plan	Every other Monday	.mpp, .pdf	Soft copy

Progress Report	Every other Monday	.xls	Soft copy
Risk Analysis	Every other Monday	Text	Part of Progress Report

2.2.2 Valuation Phase

Table 2: Artifacts deliverable in Valuation Phase

Artifact	Due date	Format	Medium
Initial Prototype	10/04/2013	.html	Soft copy, Demo
Draft Foundations Commitment Package <ul style="list-style-type: none"> • Operational Concept Description (OCD) All Sections • Prototype (PRO) All Sections • Life Cycle Plan (LCP) All Sections • UML Model • System Software Architecture Description (SSAD) Early Sections • Feasibility Evidence Description (FED) All Sections 	10/16/2013	.doc, .pdf	Soft copy
Project Effort Report	Every Monday	Text	ER system
Project Plan	Every other Monday	.mpp, .pdf	Soft copy
Progress Report	Every other Monday	.xls	Soft copy
Risk Analysis	Every other Monday	Text	Part of Progress Report

2.2.3 Foundations Phase

Table 3: Artifacts deliverable in Foundations Phase

Artifact	Due date	Format	Medium
Draft DC Package	10/21/13	.doc, .pdf	Soft Copy
Project Effort Report	Every Monday	Text	ER system
Project Plan	Every other Monday	.mpp, .pdf	Soft copy
Progress Report	Every other Monday	.xls	Soft copy
Risk Analysis	Every other Monday	Text	Part of Progress Report

2.2.4 Development Phase - Construction

Table 4: Artifacts deliverable in Development (Construction) Phase

Artifact	Due date	Format	Medium
Enhanced Prototype	11/15/13	.html	Soft Copy, Demo
Project Effort Report	Every Monday	Text	ER system
Project Plan	Every other Monday	.mpp, .pdf	Soft copy
Progress Report	Every other Monday	.xls	Soft copy
Risk Analysis	Every other Monday	Text	Part of Progress Report

2.2.5 Development Phase - Transition

Table 5: Artifacts deliverable in Development (Transition) Phase

Artifact	Due date	Format	Medium
Final Product	12/15/13	.html	Soft Copy, Demo
Valuation Commitment Package • OCD, LCP, FED, SSAD, TPC, TP, UM, TM, TPR	12/06/13	.doc, .pdf	Soft copy
Project Effort Report	Every Monday	Text	ER system
Project Plan	Every other Monday	.mpp, .pdf	Soft copy
Progress Report	Every other Monday	.xls	Soft copy
Risk Analysis	Every other Monday	Text	Part of Progress Report

3. Responsibilities

3.1 Project-specific stakeholder's responsibilities

The client is Dr. Gary Seaman, head of USC Department of Anthropology. The users of the system are students, professors and researchers. The webmaster will be appointed by the client. The developer is Team #06. Dr. Gary Seaman is project-specific stakeholder and his role is to supply existing project assets to developers.

3.2 Responsibilities by Phase

Table 6: Stakeholder's Responsibilities in each phase

Team Member / Role	Primary / Secondary Responsibility			
	Exploration	Valuation	Foundations/ Development- Construction Iteration	Development- Transition Iteration
Reetika Rastogi Project Manager, Life Cycle Planner	Primary Responsibility Plan the project Identify Risks Secondary Responsibility Update Bugzilla	Primary Responsibility Co-ordinate team meetings Secondary Responsibility Update Bugzilla	Primary Responsibility Plan the project Assess Risks Secondary Responsibility Update Bugzilla	Primary Responsibility Assess Metrics Co-ordinate Meetings Secondary Responsibility Update Bugzilla
Rohit Mani Requirements Engineer, Life Cycle Planner	Primary Responsibility Plan the lifecycle Facilitate WinWin Negotiations Secondary Responsibility Update website	Primary Responsibility Plan the lifecycle Assess Quality Management Strategy Secondary Responsibility Update website	Primary Responsibility Plan the lifecycle Plan Test Cases Secondary Responsibility Manage Quality	Primary Responsibility Plan Test Cases Perform Testing Secondary Responsibility Manage Quality
Sanjay Kuttty Feasibility Analyst	Primary Responsibility Identify Risks Secondary Responsibility Update website	Primary Responsibility Evaluate Feasibility of NDI Secondary Responsibility Update website	Primary Responsibility Mitigate Risks Work on linking tool Secondary Responsibility Update website	Primary Responsibility Perform activities required for training Secondary Responsibility Update website
Shruti Sannabhadti	Primary Responsibility	Primary Responsibility	Primary Responsibility Develop Architecture	Primary Responsibility

System Architect, Prototyper	Identify NDI Secondary Responsibility Develop the initial prototype	Assess NDI Secondary Responsibility Improve the prototype	Secondary Responsibility Develop the linking tool	Develop Architecture Secondary Responsibility Develop User Manual
Tushar Saxena Operational Concept Engineer	Primary Responsibility Conceptualize the system Secondary Responsibility Interact with clients	Primary Responsibility Analyze current system Secondary Responsibility Develop Operational Concept	Primary Responsibility Add features to prototype Secondary Responsibility Interact with the client	Primary Responsibility Perform activities required for transition Secondary Responsibility Interact with the client
Cristina Cano Prototyper	Primary Responsibility Develop the initial prototype Secondary Responsibility Identify NDI	Primary Responsibility Build the prototype Secondary Responsibility Analyze Feasibility of NDI	Primary Responsibility Add features to the base system Develop the linking tool Secondary Responsibility Interact with the client	Primary Responsibility Finalize the product Develop the linking tool Secondary Responsibility Interact with the client

3.3 Skills

This is a one semester team. Therefore, none of the team members are continuing in 577b. In addition, all team members will be available till the end of 577a. No new team members will be needed. The current skills of the team members are listed for reference.

Table 7: Skills

Team members	Role	Skills
Reetika Rastogi	Project Manager, Life Cycle Planner	Project Management, MS Project, Bugzilla
Rohit Mani	Requirements Engineer, Life Cycle Planner, IV&V	Visual Paradigm, COINOMO, Winbook
Sanjay Kutty	Feasibility Analyst, System Architect	Java, Visual Paradigm
Shruti Sannabhadti	System Architect, Prototyper	Visual Paradigm, JavaScript, HTML5
Tushar Saxena	Operational Concept Engineer, Requirements Engineer	Visual Paradigm, Winbook
Cristina Cano	Prototyper, Feasibility Analyst	JavaScript, PHP, HTML5/CSS3, SQL, Bugzilla

4. Approach

4.1 Monitoring and Control

The following will be the various tools and documentation used by Team 06 to assist in the monitoring and control of the project. The key items are listed below and described in the following sections.

- Progress Reports – Bi-weekly report that keeps track of risks and COTS used
- Effort Reports - Documents each team member's weekly effort
- Project Plan – Keeps track of deadlines, stakeholders and work involved in each section of the project
- Bugzilla – Defect Tracking and keeps track of the artifacts each team member is working on
- Client Meetings – Weekly meetings which demonstrate the project to the client and identify key drawbacks.

4.1.1 Closed Loop Feedback Control

The IIV&V team member processes all the documents before submission to the document database. The documents are shared on Google Drive so that it provides a centralized data store for any team member to access and review any document.

4.1.2 Reviews

- IIV&V reviews
- Commitment Package Evaluations
- Stakeholder commitment review
- Weekly stakeholder meetings
- Bugzilla
- Unplanned individual reviews

4.2 Methods, Tools and Facilities

Table 8: Methods, Tools and Facilities

Tools	Usage	Provider
Notepad++	It is a lightweight and robust text editor used mainly for coding web languages	Open Source
MS Project 2013	Assesses and mitigates risks in the system development life cycle	USC License
Balsamiq	Provides examples for user interface and system functionality, is helpful in the development of prototype	Demo Version
Microsoft Word	Used for documenting deliverables, LCP, OCD, FED	Team Members
Visual Paradigm	UML CASE Tool Used for modeling UML 2 diagrams	USC License
MS Excel	Used for documenting deliverables and results	Team Members

5. Resources

The following conditions are used to estimate the effort in Yanomamo Interactive System.

- This project has no budget for our development efforts. However, the client will provide the tools equipment and personnel to conduct testing.
- There are **6** developers.
- Estimated CSCI577a Effort : **6** team members at **6** hrs/week for **12** weeks
- Budget information: **\$10,000** after deployment
- Project duration: **12** weeks (Fall 2013)
- Component modules in your development project: Single **interactive webpage** including **linking tool**.
- Programming language used: **JavaScript** and **HTML5**
- The SLOC is counted by estimating the percentage of code provided and the number of additional lines required for completing all the modules.

Table 9: Module lists and SLOC of each module

No.	Module Name	Brief Description	SLOC	REVL
1	Video Rendering	The whole video playback with interactive features	1000	5%
2	Linking Tool	Client tool for easy linking of TBM with interactive features	900	6%

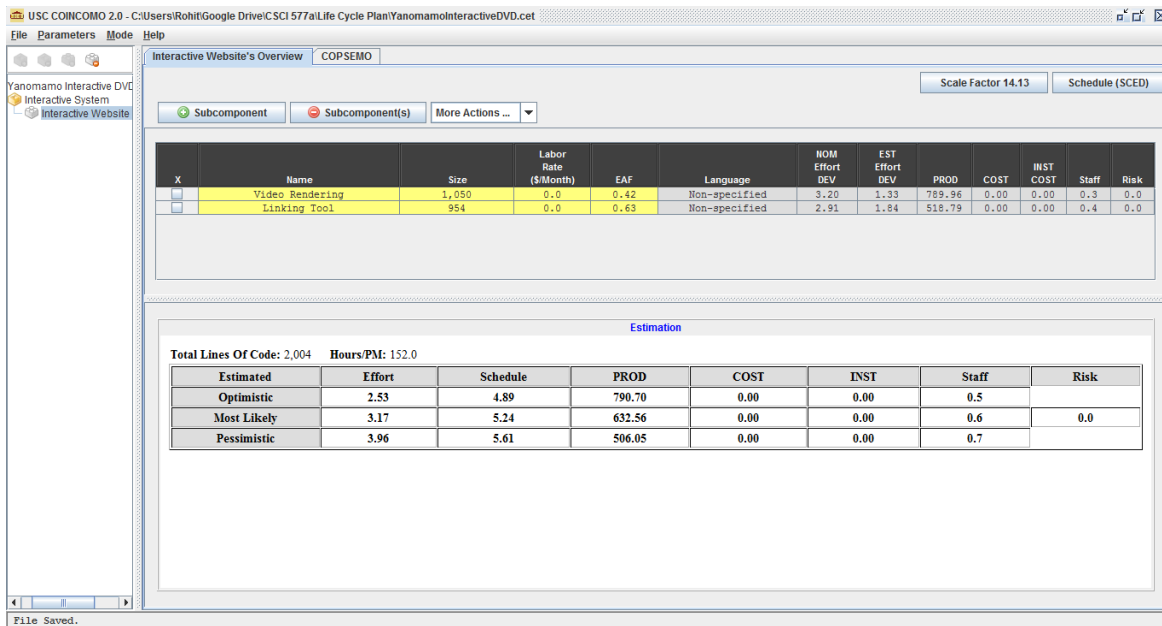


Figure 1: COCOMOII Estimation Results

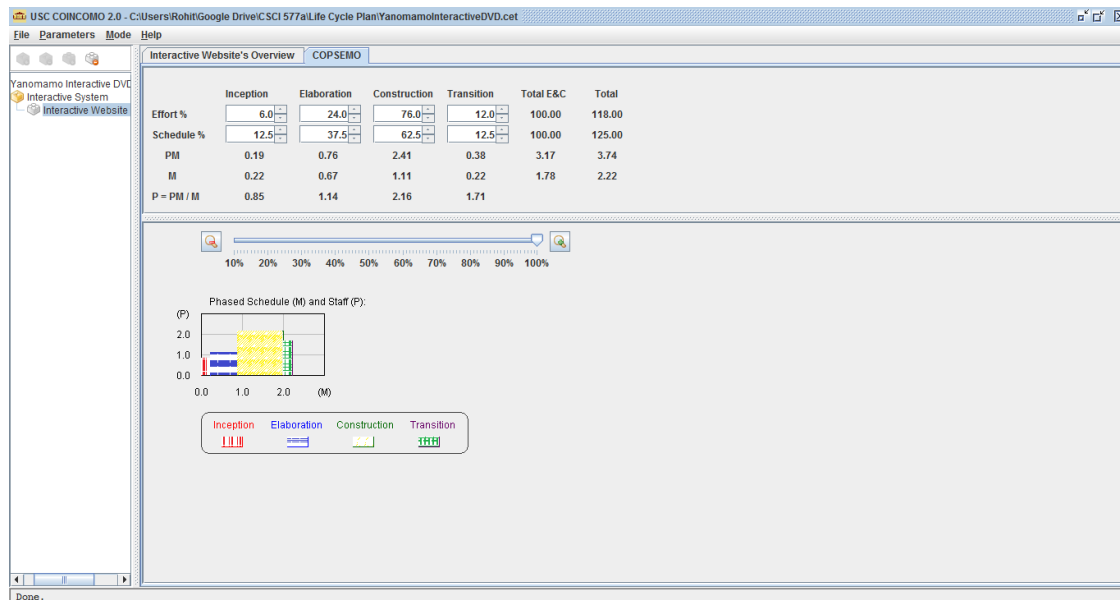


Figure 2: COPSEMO Tab

Table 10: COCOMOII Scale Drivers

Scale Driver	Value	Rationale
PREC	HI	The project is porting an existing system to a new platform
FLEX	NOM	Interface Flexibility. Rigid Requirements and Schedules
RESL	HI	All major risks are documented with mitigation plans for each

TEAM	VHI	No extra efforts needed to synchronize stakeholders
PMAT	NOM	ICSM Principles and Guidelines are followed strictly

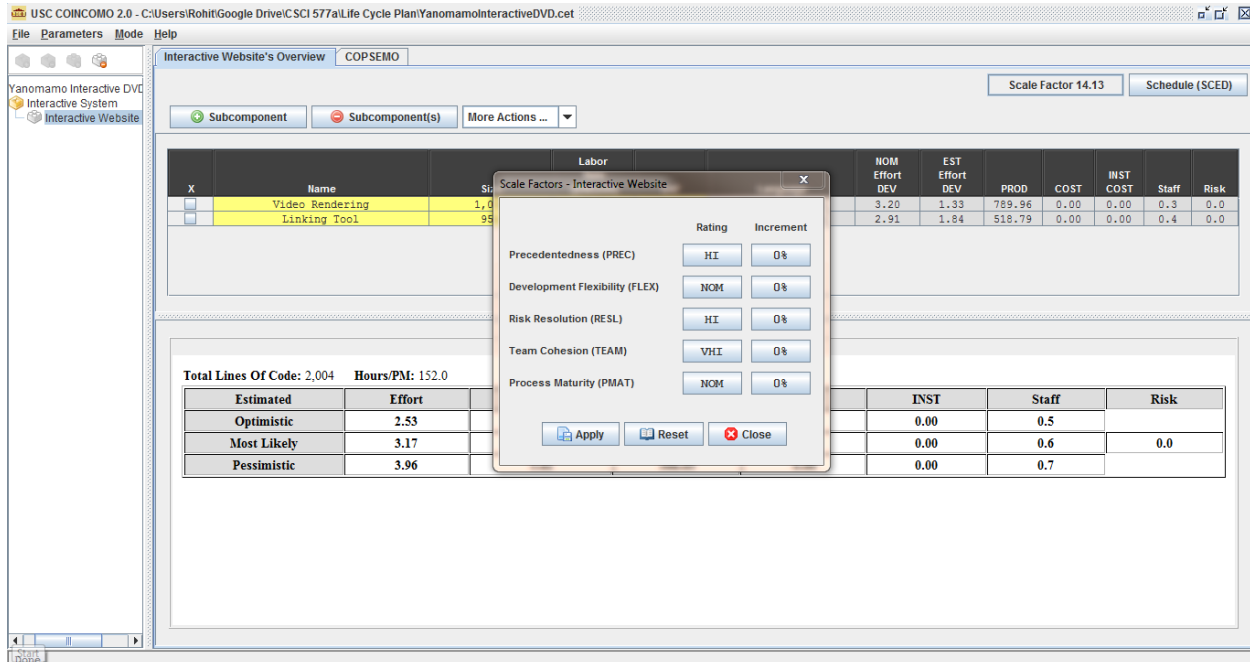


Figure 3: COCOMOII Scale Factors

Table 11: COCOMOII Cost Drivers for Video Rendering Module

Cost Driver	Value	Rationale
RELY	HI	If the system fails it will inconvenience the students. However, the system has a maintainer to reduce the possibility of failure
DATA	LO	There is no database required for the system
DOCU	NOM	Nominal Documentation is required for future maintenance
CPLX	VLO	No complex numerical analysis or calculations needed
RUSE	LO	This module is designed for a very specific purpose
TIME	NOM	The system consumes nominal time and resources
STOR	VHI	Video components might require more storage space
PVOL	LO	The platforms are stable and do not require frequent upgrades
ACAP	NOM	Analysts have basic experience
PCAP	HI	All the team members have experience with web development
PCON	HI	All team members will be available throughout the project
APEX	HI	All of the team members have moderate experience related to this module

LTEX	HI	High programming language and software tool experience
PLEX	NOM	Few team members have high platform experience
TOOL	LO	The tools used are moderately mature and very basic
SITE	VHI	All team members and clients are on campus

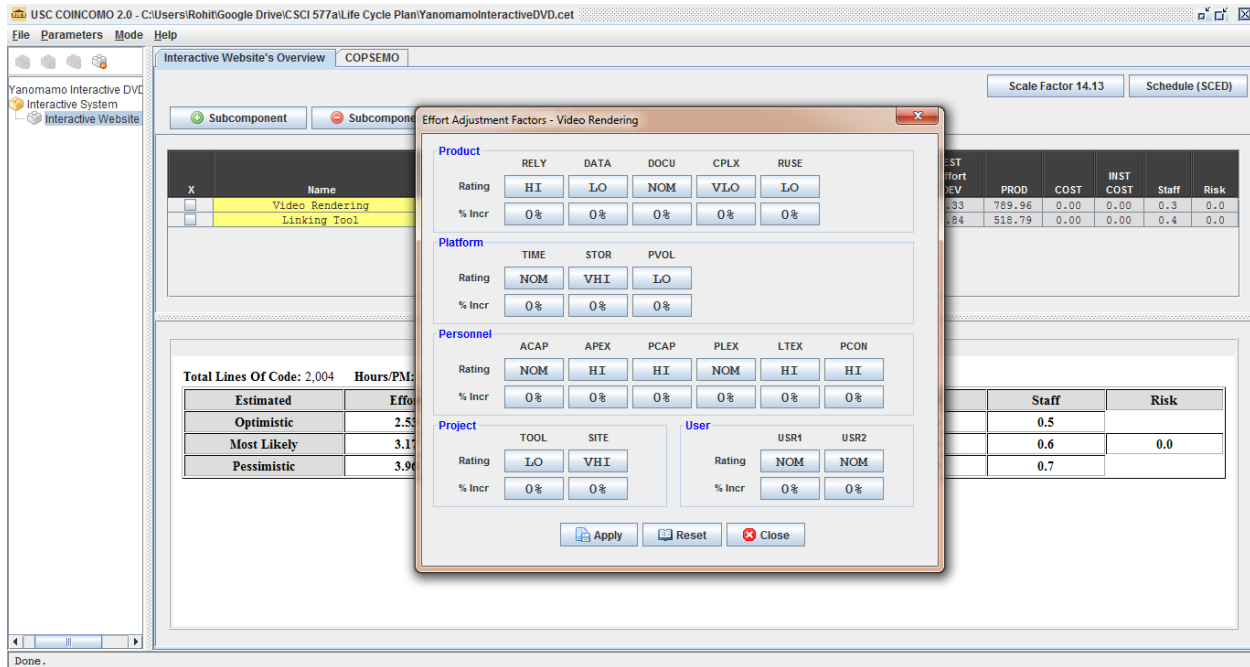


Figure 4: COCOMOII Cost Drivers #1

Table 12: COCOMOII Cost Drivers for Linking Tool

Cost Driver	Value	Rationale
RELY	NOM	If the system fails it will increase the time to link interactive elements. However, it is not an impediment in using the system
DATA	HI	There will be a test database required for the linking
DOCU	NOM	Nominal Documentation is required for future maintenance
CPLX	VLO	No complex numerical analysis or calculations needed
RUSE	HI	Can be a generic tool to link the video and interactive elements
TIME	NOM	The system consumes nominal time and resources
STOR	NOM	It does not require a lot of storage
PVOL	LO	The platforms are stable and do not require frequent upgrades
ACAP	NOM	Analysts have basic experience
PCAP	HI	Very few team members have extensive experience
PCON	HI	All team members will be available throughout the

		project
APEX	LO	All of the team members have low experience related to this module
LTEX	NOM	Moderate programming language and software tool experience
PLEX	NOM	Few team members have high platform experience
TOOL	LO	The tools used are moderately mature and very basic
SITE	VHI	All team members and clients are on campus

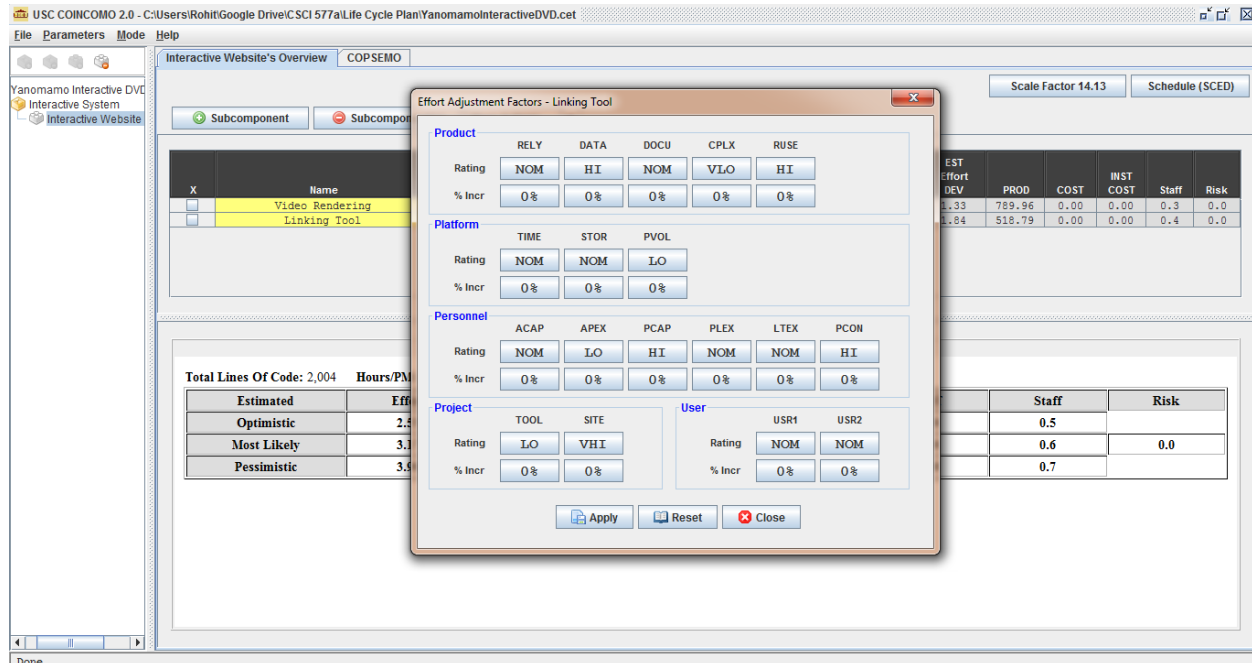


Figure 5: COCOMOII Cost Drivers #2

Results:

Pessimistic Estimated Effort: 3.96

Pessimistic Estimated Staff: 0.7

Schedule as an independent variable is used in the system (SAIV).

According to estimates for CSCI577a, one team member effort = 0.7 COCOMO II person months. The pessimistic effort from the COCOMO estimation above is 3.96, so the total team members need for this project = $3.96/0.7 = 5.66$

As we have 6 members in our development team, the project will be able to finish on time.

6. Iteration Plan

6.1 Plan

The following iteration is planned for the Core Capability Drivethrough. During the Development Phase, the project team will start adding more functionality to the base system, namely the tab based navigation between features and dropdown list to select the type of text accompanying the video. In addition, as the functionality is provided, the development team will also start testing according to the TPC document. The team is also working on a linking tool to help the client map the Time Based Media to the interactive features.

6.1.1 Capabilities to be implemented

The bold capabilities will be implemented to deliver the core capability of the product. The normal text capabilities are already implemented while the light colored capabilities will be implemented in the last iteration.

Table 13: Construction iteration capabilities to be implemented

ID	Capability	Description	Priority	Iteration
1	Play Time Based Media	The ability of the system to play Time Based Media	1	1
2	Link Text to TBM	The user should be able to click on a text and the video should skip to the relevant part	1	1
3	Link Stills to TBM	The user should be able to click on a text and the video should skip to the relevant part	2	2
4	Link Statistics to TBM	The user should be able to click on a text and the video should skip to the relevant part	2	3
5	Link Genealogies to TBM	The user should be able to click on a text and the video should skip to the relevant part	2	2
6	Provide written text for reading	The user should be able to click on a text and the video should skip to the relevant part	3	3

6.1.2 Capabilities to be tested

The following are the win conditions that were agreed upon that have to be tested in this iteration.

WC_2326 - As a student, I can skip to any part of the video by clicking on the text

WC_2327 - As a student, I can play/pause/resume of videos to improve the learning environment

WC_2328 - As a student, I can resize the video to full screen

WC_2332 - As a student, I can view vital statistics of people in the video by clicking his/her name on the text and then display an identifying marker on the video

WC_2334 - As a student, I can view transcripts of the TBM

WC_2335 - As a student, I can view alternative interpretations by anthropologists (Chagnon) of the TBM/texts/literature/research papers

WC_2323 - As a professor, I can index stills to improve students' recognition of individuals and cultural facts

WC_2331 - As a student, I can view just the image gallery of stills.

WC_2338 - As a student, I can access static maps of the village in the video so that I know where people are in relation to others and geographically in relation to the rest of the world

WC_2324 - As a professor, I can index genealogies to improve students' recognition of kinship ties.

Table 14: Construction iteration capabilities to be tested

ID	Capability	Description	Priority	Iteration
1	Play Time Based Media	The ability of the system to play Time Based Media	1	1
2	Link Text to TBM	The user should be able to click on a text and the video should skip to the relevant part	1	1
3	Link Stills to TBM	The user should be able to click on a text and the video should skip to the relevant part	2	2
4	Link Statistics to TBM	The user should be able to click on a text and the video should skip to the relevant part	2	3
5	Link Genealogies to TBM	The user should be able to click on a text and the video should skip to the relevant part	2	2
6	Provide written text for reading	The user should be able to click on a text and the video should skip to the relevant part	3	3

6.1.4 CCD Preparation Plans

For the Core Capability Drive-through, the following stakeholders will be involved:

- Client: Dr. Gary Seaman
- Development Team Members (Team 06)

CCD Preparation Plan:

- The client will be informed of the latest features added to the system and why they were added in the order they were. This will establish the focus on the most important aspects of the system.
- The client will then be given a static/online copy of the system to test the video and the above mentioned linkage capabilities of the system.
- The testing team will have test cases ready for the client to run and will carefully document the results of each case.
- The client will be asked to run each test case and provide feedback on the usability and user interface.
- The client will be asked his opinion on changes to be made to the system and the development team will negotiate on these changes and identify feasibility during the session itself.
- The risks and test cases will be revised by the development team after revising the client feedback.

6.2 Iteration Assessment

6.2.1 Capabilities Implemented, Tested, and Results

Table 15: Capabilities implemented, tested, and results

ID	Capability	Test Case	Test Results	If fail, why?
1	Play Time Based Media	TC-01-01,TC-01-02, TC-01-03	Pass	-
2	Link Text to TBM	TC-02-01, TC-02-05	Fail	Rolling text not implemented.
3	Link Stills to TBM	TC-02-03	Pass	-
4	Link Statistics to TBM	TC-02-03	Pass	-
5	Link Genealogies to TBM	TC-02-02	Pass	-
6	Provide written text for reading	TC-02-01	Pass	-

6.2.2 Core Capabilities Drive-Through Results

- Positive Feedbacks: The most important capabilities (ID: 1,2,3,5) were all tested and working as expected. The client responded in a positive way to all the changes made after the last client meeting.

- Improvements needed: An improvement in text scrolling and video skipping capability was suggested by the client.
- Changes: The priority of deploying the system on an Apple Server has lesser priority than deploying the system on a DVD, Images should be linked in the transcript, Image gallery with photographs not just mug shots, on homepage show other images as well.
- Risks: No new risks introduced or mitigated.
- Notes: Client needs the system faster to perform all the linking, Expecting to use with students next semester

6.3 Adherence to Plan

- The iterations are going according to plan.
- The capabilities with the highest magnitude and probabilities of risk were implemented in the Prototype Review and CCD. Only the capabilities which have the least risk have to be implemented.
- All the team members are performing their duties efficiently without delay.
- The client and the development team are working together to get the linking done before the system has to be delivered.
- The test cases for all capabilities are documented and run as soon as a new capability is delivered.