## BRAC UNIVERSITY Department of Computer Science and Engineering

Examination: Quiz 1		Duration: 20 min
Semester: Fall 2024	<u>CO1</u>	Full Marks: 15

CSE 470: Software Engineering

Name: ID: Section:

Joe Baiden had a grand idea: an app that could measure Ludo skills and track players' strategies in real-time. To make it happen, he appointed Palak, a talented developer from Bangladesh, who understood his fast-paced approach and focused on quick results. Anticipating that Joe's requirements might change, Palak broke the project into manageable chunks, starting by developing the most important features first eg. tracking moves and assigning ratings to each player. After completing a set of new features, Palak showcased it to Joe who wanted immediate hands-on experience. To keep up with Joe's excitement for instant results, Palak's team worked in parallel—she focused on core functionality while the design team enhanced the app's look at the same time. Joe had a list of must-have features, including a "Leaderboard" to rank top players and sound effects for high scores. Palak's team planned to complete the project in 10 releases, delivering updates in small releases and keeping Joe engaged and excited with every new feature.

- A. What SDLC Model should Palak choose to implement the project? Justify your answer. [5]
- B. Explain the process you will follow to implement the whole project.[5]

1.

C. What are the advantages of the chosen model in the above scenario? Provide 3 points for each. [5]