



School of Computing

SRM IST, Kattankulathur – 603 203

Course Code: 18CSC206J

Course Name: Software Engineering and Project Management

Experiment No	2
Title of Experiment	Identification of Process Methodology and Stakeholder Description
Name of the candidate	
Register Number	
Date of Experiment	

Mark Split Up

S.No	Description	Maximum Mark	Mark Obtained
1	Exercise	5	
2	Viva	5	
Total		10	

Staff Signature with date

Aim

To identify the appropriate Process Model for the project and prepare Stakeholder and User Description.

Team Members:

SI No	Register No	Name	Role
1			Member
2			Member

Project Title:

Selection of Methodology : Prototype Model

- < Summarize their understanding of “Waterfall” or “Agile” Methodology >

Incorporate information to below table regarding stakeholders of the project [Make use of below examples]

Stakeholder Name	Activity/ Area /Phase	Interest	Influence	Priority (High/ Medium/ Low)
Owner	Increase sales & marketing	High	High	High
Project Manager	End Product	High	Low	Medium
Investors	Finance	Low	High	Medium
Members	End product	High	High	High

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For Example

Stakeholder	Interests	Estimated Project Impact	Estimated Priority
Owner	Achieve targets, Increase sales margin	High	1
Sponsor	Provides new market to expand ventures Negotiate funding for project Reviews changes to project environments.	Med	3
Team members	Demand incentives Retain and upgrade skills New product excitement	High	2
Project Manager	Lead the team in every aspect. Accountable for entire project scope, team, success & failure	High	2
Investors	Promoter of the investment, Provides necessary financial resources	Low	5
Resource Manager	Resource planning and allocation. Ensuring adequate resource according to project needs and budget.	Med	4
Suppliers	Ensuring feasible and realistic in every aspect Managing divergence from budgeted cost.	Med	6
End Users	Provides feedback	Low	7



Result

Thus the Project Methodology was identified and the stakeholders were described.