**Dynamic System Development Method for MNC**

1. **Actors**
2. Client
3. CEO
4. Project Manager
5. Project Leader
6. Team members
7. **Activities**
8. **Client:** Client is the one who is looking for a company or the one who can help them to overcome the difficulties by providing software assistance and technology.
9. **CEO:** He is the one who is looking for clients and make business relationships with them. He brings the clients to the firm by negotiating with clients and make firm workable.
10. **Project Manager:** Project Manager is the one who takes tasks from the CEO and assign them in a systematic way based on the requirements of the project. He is the one who manages the resources in the firm.
11. **Project Leader:** Leader is the one who makes proper decisions regarding the project by assigning the tasks to the individuals and make the team work cooperatively. Project Leader is the one who must take responsibility if anything happens which is not according to the plan.
12. **Team members:** These are the ones who are at the ground level of each project by doing tasks like coding, testing, developing, etc.
13. **Dynamic System Development Method and its Phases**
14. **Requirements analysis and software specifications (RASS):** The **Requirement Analysis** and**Specification** phase starts after the feasibility study stage is complete and the project is financially viable and technically feasible. The main purpose of the requirements analysis activity is to analyse the gathered requirements to remove all ambiguities, incompleteness, and inconsistencies from the gathered customer requirements and to obtain a clear understanding of the software to be developed.
15. **Software Design (SD):** Software design is a mechanism to transform user requirements into some suitable form, which helps the programmer in software coding and implementation. It deals with representing the client's requirement, as described in SRS (Software Requirement Specification) document, into a form.
16. **Software Coding (SC):** The coding phase in the software engineering paradigm is usually defined after the designing phase. In this phase, the developers or the coders must implement the software design practically using any computer language(s) so that the software can be created, and the user can use it.
17. **Software Testing (ST):** Testing can be thought of as the backbone of every software development project. It doesn’t matter which development methodology you use; a set of general testing techniques is useful to deploy. These start from testing very small pieces of code to testing the whole applications functionality from end to end.
18. **MoSCoW Activities:** Each letter in MoSCoW represents a separate layer for task prioritization: **Must**, **Should**, **Could**, and **Won’t**. By organizing tasks into these categories, a team finds clarity around what it needs to work on right now, and soon.
19. The **musts** include the primary reasons for the client to makeover the change. These are the main things that are required to take care on.
20. The **shoulds** are things that need to be considered, secondarily after the must items. These are the things that are focused because we are focusing on must items.
21. **Coulds** are special things to add, such as complex tasks make easy by creating a simple way for the customer. These also need to be considered because these are the things that puts us out from all other firms.
22. **Won’ts** are things that just won’t happen, given the overall constraints. These might include things like privacy over data provided by the client, Formulas that are used by the client that are business techniques.
23. **Timebox:**

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| --- | --- | --- | --- | --- |
| **Task. No** | **Task Name** | **Time Required (in hrs)** | **No of resources** | **Milestone** |
| **1.** | **Project Creation and Definition** | **2** | **1** | **Need to be Completed.** |
| **2.** | **Gather Requirements** | **10** | **Team of 6** | **Need to be complete.** |
| **3.** | **Build User Interface** | **15** | **Team of 12** | **Need to be completed.** |
| **4.** | **Start coding based on user Interface** | **30** | **Team of 12** | **Need to be Completed.** |
| **5.** | **Testing** | **25** | **Team of 4** | **Need to be completed.** |