

Feature Driven Development (FDD)

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Feature Driven Development (FDD)

- FDD is an agile software development methodology.
- FDD employs a short-iteration model.
- FDD is designed to be used in large projects and teams.
- FDD combines many of the best practices of other agile methodologies.

Process Model of FDD

- FDD consists of a minimalist and five-step process that has the following steps:
 - Develop an Overall Model
 - Build a Features List
 - Plan by Feature
 - Design by Feature
 - Build by Feature

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- For technical reviews, mandated code inspections are performed in FDD.
- Customer involvement is realized in the first step (develop an overall model) and in the fourth step (design by feature).
- When the number of new features exceeds ten percent, the project manager asks top management.
 - Scope or time is rearranged.

Feature Driven Development (FDD)

- FDD has two important roles: **chief architect** and **chief programmer**.
- Chief architect leads to draw the overall model.
- FDD is an architecture-centric development model.
- Chief programmer leads the programmers through the feature sets.

Feature

- A feature is a **client-valued function** that can be implemented in two weeks at maximum.
- Longer features are broken into smaller features.
- A feature is FDD's form of a customer requirement.
- For a feature, there are three important parts:
 - action
 - result of the action
 - object related with the action

Feature Teams

- Feature teams are temporary groups of developers formed according to the features.
- Usually there are multiple feature teams.
- A developer can take role in more than one feature teams.

Class Ownership

- Class ownership is important in FDD.
- Every class belongs to a specific developer.
- Class owners have the responsibility for all changes in implementing new features.
- Quality classes are developed using class ownership.
- Class owners becomes expert for their classes.