CASE STUDY

**Development Frameworks and Methods**

**DSDM Atern – tutorial 1**.

During lecture we discussed the DSDM Atern ‘principles’. The following questions ask you to examine some of the principles in greater detail. Try to answer each of the following questions as fully as possible, drawing on your knowledge of the general RAD concepts that we have discussed over the last few weeks.

1. **Principle 1** – **Focus on the Business need**

Explain what is meant by the term ‘Business case’. Why is the business case so

important when delivering a system within a Rapid Application Development

Environment?

Soln

BUSINESS CASE: business case is a document writing to establish the evaluation and prioritize project proposals. In business case, project manager will have value to develop and prioritize to compare the kind of project and the basic strategy outline with the project goals and objective of the business. Business case are created to help to prioritize project and also let everybody in the organization to have a clear understanding on what they need to achieve. And when writing a business case below listed is what u should focus on:

**1. Background/ project definition**

– The information about the business case.

**2. Objectives**

-The aim and purpose why writing the business case or what you are going to deliver.

**3. Current situation**

-This to know the current problem in the business case and point it out.

**4. Assumption and constraint**

**5. recommendation/solution**

-This help to find solution on the current problem in the business case

**6. Preliminary project requirement**

**-** The plans and what the project will require

**7 .timeline**.

-The time the when the project finish and how long the project is going to take before deliver.

Why business case is so important when delivering system within a Rapid Application Development environment is that

It provide management tool for prove base and decision making.

It also a framework for delivery and performance monitoring of the subsequent quality rule, and a strategy or project to follow thereafter.

2. **Principle 2 – Deliver on time**

DSDM Atern states that to ensure a product is delivered on time an Atern team will:

use a timebox approach, focus on business priorities and always hit deadlines.

Explain how following the above should ensure that a product is delivered on time.

Can you think of a reason why a product may still be delivered late?

Soln:

Delivering a solution on time is a very desirable outcome for a project and is quite often the single most important success factor. Late delivery can oftenundermine the very rationale for a project, especially where market opportunities or legal deadlines are involved. Even for projects without a need for a fixedend date, on time delivery of intermediate or contributing products is still the best way to demonstrate control over evolution of the solution.

In order to fulfil this principle, DSDM teams need to:

**•**Timebox the work

**•**Focus on business priorities

**•**Always hit deadlines

**•**Build confidence through predictable deliver

Combining the DSDM practices of timeboxing and MoSCoW prioritisation enables DSDM teams to protect deadlines while flexing the features, and to build a reputation for timely and predictable deliver y.The ability to deliver on time and to meet the prioritised expectations of the business in the short term – the timebox – forms the basis of control over the longer-term deliver y of the project through timely deliver y of Increments.

3. **Principle 4 – Never compromise quality**

DSDM Atern states that the ‘level of quality should be agreed at the start’. Explain

what is meant by this.

How is ‘quality’ built into a DSDM Atern using the techniques that it advocates (i.e.

Prototyping, timeboxing, iterative/incremental development):

Soln:

3. Principle 4 – Never compromise quality DSDM Atern states that the ‘level of quality should be agreed at the start’. Explain what is meant by this. How is ‘quality’ built into a DSDM Atern using the techniques that it advocates (i.e. Prototyping, timeboxing, iterative/incremental development)

* Set the level of quality at the outset
* Ensure that quality does not become a variable
* Design, document and test appropriately
* Build in quality by constant review
* Test early and continuously

- This statement means that first before a project begins every level quality approach should be stated and it should be a quality approach that cannot be changed no adding to it no other thing different from it also. Because when it’s not stated the aim at achieving that level of quality cannot be gotten.

- Quality is built into DSDM Atern using these techniques by helping Atern to produce a quality solution. With Atern, everything is tested early and the results from the techniques are written before the deliverable is actually produced. These techniques MoSCoW Prioritization and Timeboxing which are used to make sure that testing is proper and seen through without bringing issues of irrelevant risks. Iterative development is the key technique Atern team can use to change solutions from a high-level idea into a delivered product. The changed Solution is the main Atern product that is depended on the Iterative Development process although it is expected that the concepts associated with the technique

4. **Principle 8 – Demonstrate control**

DSDM Atern states that one way of maintaining confidence in the control of the project is to ‘measure progress through focus on delivery rather than completed activities (product-based approach rather than activity-based approach).

Explain the difference between a product-based and activity-based approach:

Soln: