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SSW555 Homework 8

1. One advantage of using prototypes is that it makes it easier to figure out if there are any misunderstandings between the developer and the customer sooner. It is easier to go back and change project parameters for the Driverless Cars in the prototyping phase rather than later on in the development process. If prototypes are used at each stage of development, it is also beneficial to be able to see how the project grows as development progresses. If the team encounters a prototype that starts to stray from the desired design, the team can go back and revert to an older, more correct state of the Driverless Cars product.
2. One risk of using a prototype in the Driverless Cars scenario is deploying a functioning prototype of a semi-driverless vehicle poses a safety risk for the other drivers on the road if it malfunctions. An initial prototype of the driverless car might not be safe enough to be tested on the road. Another risk associated with prototyping a driverless car is the monetary risk associated with running multiple prototypes. For a project like this, each prototype would cost tens of thousands to produce and test.
3. Because there are many high risks associated with this product, I would deliver a prototype with extensive documentation to the client. The documentation would be able to ensure what counts as a safe environment for the prototype to be tested in, as well as provide the client with extensive research and analysis of the risks. The prototype would help ensure that the product being developed is following the guidelines of what the client would want, before releasing such an expensive product that might be misaligned and waste thousands of dollars. Using both prototyping and documentation will be beneficial to the Driverless Cars team by wasting as little time and resources as possible.