**Software Development Simulation**

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# 1. General Information

TODO:

The SimSE Incremental Model was chosen for this part of the assessment.

TODO: Overview of Incremental model, include the methodologies it encompasses (as outlined in the SimSE incremental model document)

I have been involved in many projects where Waterfall Model was used and I have researched the incremental models for possible use in projects I managed however circumstances beyond my control prevented this. I want to get involved in projects using the Agile methodology I see DTSM as a good amalgamation of PRINCE2 and Agile TODO: review.

*[Software Lifecycle model chosen]*

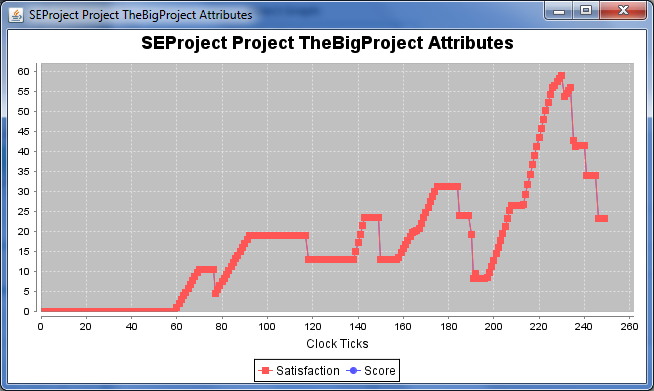
*[Brief overview of model chosen]*

*[Justification of choice]*

# 2. Simulation Output

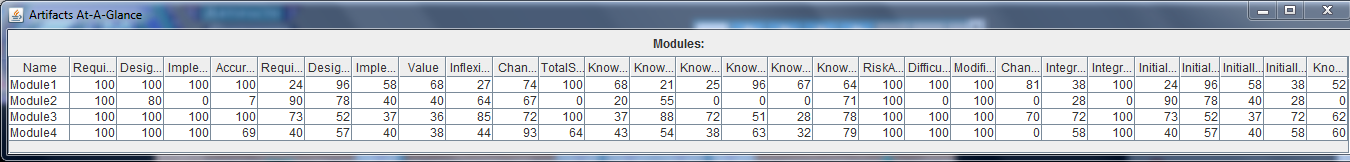
## Attempt 1

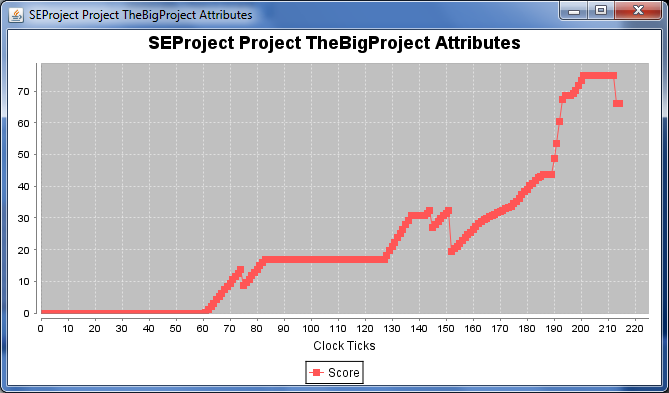
* For each module, concentrated on getting the Requirements done, then Design before starting implementation.
* Proabably need to concentrate on a few more of the simulation variables.
* Set team members one task at a time whereas they might be able to do some tasks in parallel more of the time.
* Simulation aim was to complete project in/around 200 ticks. Probably needed to keep an eye on the score in real time toward the end.
* Noted that score was directly related to (customer) satisfaction.
* Noted that I should have been doing Risk Analysis after Requirements



## Attempt 2

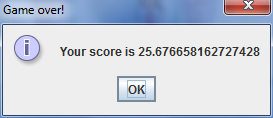
* Planned a more structured approach, get requirements and risk analysis done on all modules before deciding which modules to focus on first, i.e. with the highest value
* Kept an eye the table below, it offered the most/concise feedback.
* At clock tick 202 I had 100 for all of Requirements, Design, Implementation, Accuracy, Total Satisfaction, Risk Analysis, Difficulty Analysis, Integration for Module 1,3 & 4 and a score of 75 approx. Then kept advancing one tick at a time (while concentrating the team on design of the last module), deciding as soon as the score started to go down I would submit the final product, however I did not think the satisfaction/score would drop as much as it did when a user requirement came in at clock tick 214. Lesson learned.

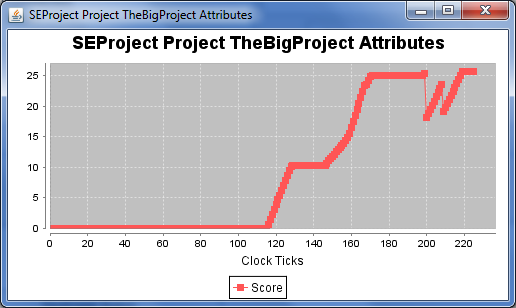


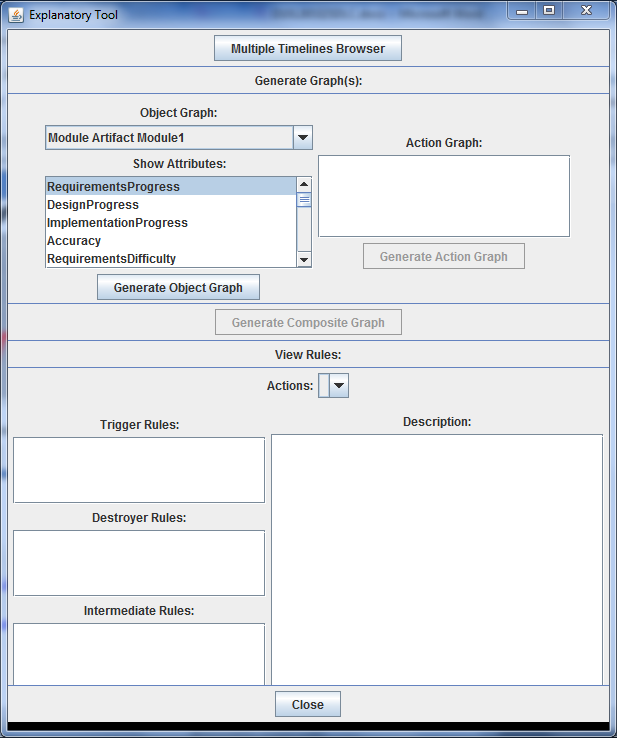


## Attempt 3

* Took the same approach, took better notes of who was doing what, don’t know why I didn’t score as well.
* In this model, you can’t view any of the rules/triggers, can’t view any action graph nor composite graphs (should I be able to do this in this model? See screenshot below) to analyse what caused value changes in the attributes of the project.
* The Known Value of the modules (after risk analysis) were low for all modules

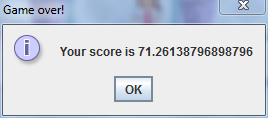


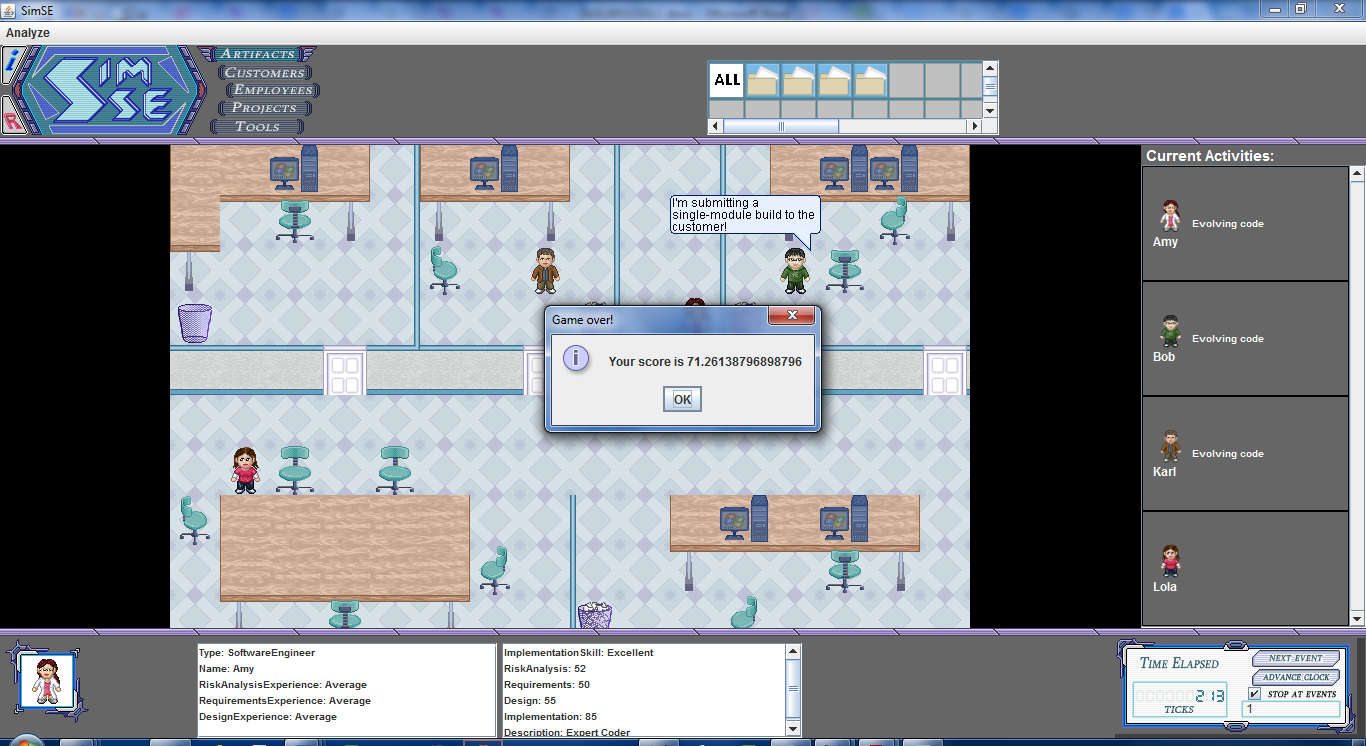


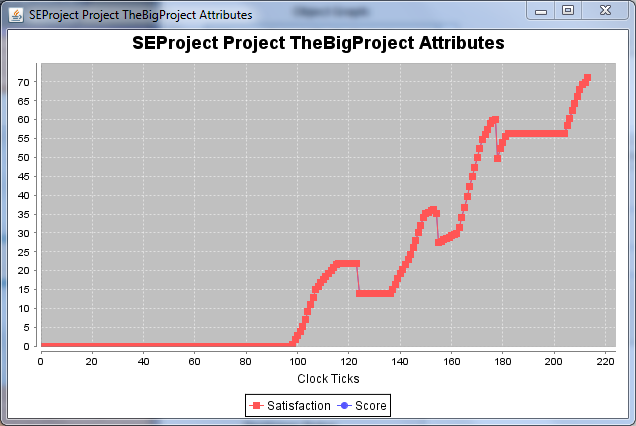


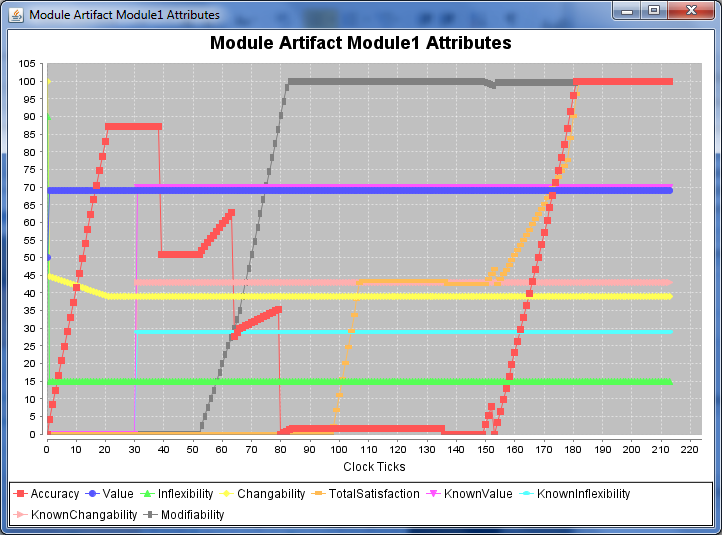
## Attempt 4

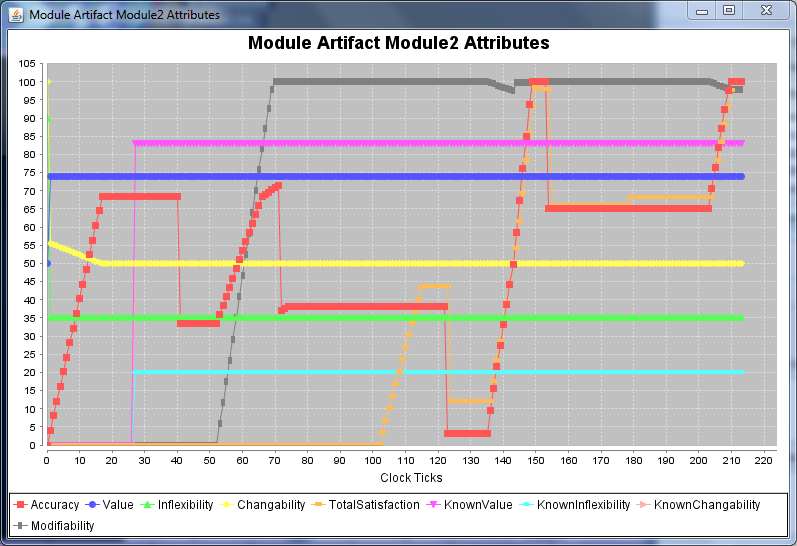
* In this attempt, a sharper focus was put on accuracy which is linked to satisfaction (and score).
* However, in this attempt/project accuracy fluctuated greatly and “evolve code” tasks were used to improve the accuracy value which has a positive effect on satisfaction. After reviewing the graphs for all 4 modules (below), evolve code could perhaps have been employed earlier in the timeline.
* Found it frustrating when Implementation Integration for a module was less than 100% and the Integrate task could not be assigned to anyone on the team – is this right?
* However, achieved a targeted 70 plus score of 71.26 in this attempt.

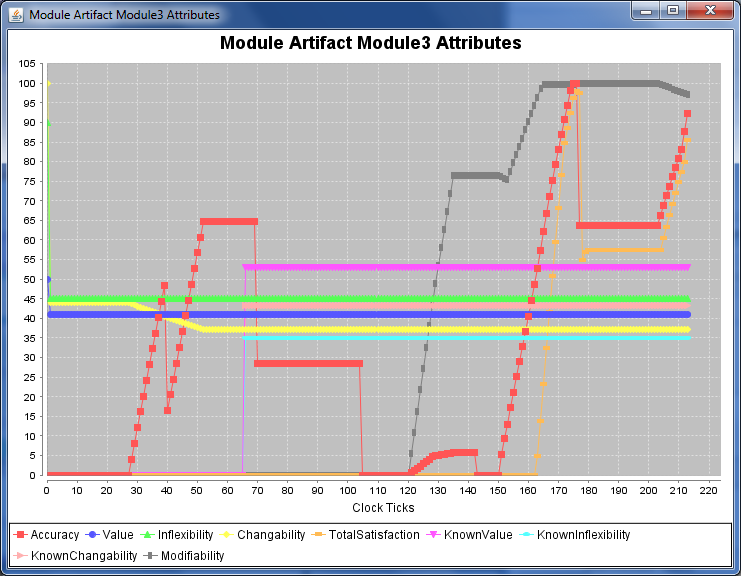


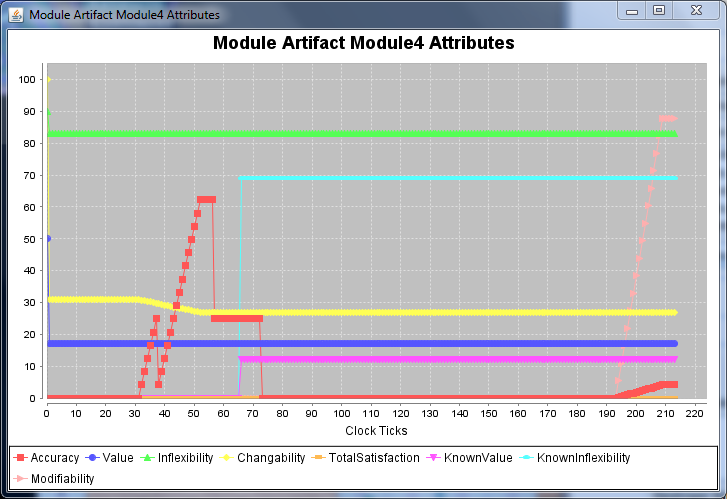












*[Detail the number of attempts]*

*[For each attempt outline key points of difficulty, error, challenge or success]*

*[Include detail of your most successful attempt and include evidence of your completion of the game]*

# 3. Reflections

TODO:

*[Reflect on your experience of managing a virtual software project][What key points did you learn that relate to project management as discussed in lectures?]*

*[You should consider aspects such as:*

* 1. *Correct and timely use of resources*
  2. *Impact of workload on resources*
  3. *Changes to requirements*
  4. *Changes to budget and time*
  5. *Scheduling of activities*
  6. *Use of incentives*
  7. *Use of tools*
  8. *Monitoring progress*
  9. *Interaction with customer*

*This is list is not intended to be exhaustive and the points you consider may vary with the lifecycle model you choose.]*