Methodology and Techniques

Dynamic System Development Model Atern (DSDM Atern), which is an agile development framework, will be used to produce the desired product of this project. DSDM Atern is one of the agile frameworks that companies use due to its features of fixed time and cost. Scope will be the only factor that will change mostly in this project. The Project in a Box has DSDM Atern templates. These will greatly help us in delivering documents and keep us on the right track throughout the project.

This project will use the seven phases of DSDM Atern which are as follows:

1. Pre-project

2. Feasibility

3. Foundation

4. Exploration

5. Engineering

6. Deployment

7. Post-project

The phases of the DSDM Atern will be used as the guide in setting the dates, and distributing and prioritizing tasks. DSDM follows a reverse triangle planning. The project requirements must be extensively and carefully planned at the start before proceeding to the next phases. Delivering the deliverables on time without sacrificing the quality is what makes DSDM hard to use but worth it at the end. Project management techniques will be used to deliver the solution on time. These techniques will act as the blueprint of the project and will be strictly followed by every member in the project.

Core techniques in DSDM Atern are as follows:

1. Time Boxing

2. MoSCoW Prioritisation

3. Facilitation Workshop

The MoSCoW term above stands for the following:

M – Must Have

S – Should Have

C – Could Have

W – Won’t Have this time

“Must Have” are the core tasks and are prioritized for the project. Not all tasks should be assigned under “Must Have” especially if it is not important or if it will not affect the project. Most of the remaining items can be moved to “Should Have” or “Could Have”. “Won’t have this time” will be the tasks that could done once the other important tasks are delivered.

Time Boxing will be used as the task planner of the project. Every task of the project will be done using time box approach. Each member will be assigned a task that must be done for the day and a progress report will be collected by the end of each week regarding the team’s accomplishments.

Project timeline were used for the Time box approach of the Atern, a timeline for the whole project were planned out and tasks were distributed to the member of the team by the end of the day or week the member needs to talk to report for the progress of the task . A set date for each task were align to each member and needs to follow to reach the deadline of the project without sacrificing the quality.

Facilitation Workshops or Team meeting will also be used. It is composed of meetings where progress is checked and tasks are distributed. This will be the time to talk about any suggestions about the project, risks that may arise, and confusions about each task. The meeting was set during Monday, Tuesday, Wednesday and Sunday were every member of the team are available to meet.

Advisor? Do we need to include him in the M&T.

To follow the DSDM Atern methodology framework, software named Project In A Box were used as a guide to create the required documents.

The Pre-project, Feasibility and Foundation were merged since all the documents for each phase are similar and only differs when the requirement were finalize before proceeding to the next phase.

The Exploration Phase or Development Phase 1

This phase is the Version Prototype 1 of the project, the website and .exe application were being develop in this phase by the end of the phase a version prototype were created, to document the progress of the software testing, issue and register log were created to monitor the status of the project software any problem arise during the exploration phase will be report to the team to think of solution during meeting.