

Aspect	Unified Process	XP/Scrum
<p><b>Requirement elicitation</b></p> <p>What are the core activities and artifacts? What challenge is given highest priority?</p>	<p>The nine disciplines of the RUP are:</p> <ol style="list-style-type: none"> <li>1. Business Modeling</li> <li>2. Requirements</li> <li>3. Analysis and Design</li> <li>4. Implementation</li> <li>5. Test</li> <li>6. Deployment</li> <li>7. Configuration and Change Management</li> <li>8. Project Management</li> <li>9. Environment</li> </ol> <p>The highest priority is the reduction of risk</p> <p>Artifacts are an extensive list of documentation and planning</p>	<ol style="list-style-type: none"> <li>1. Planning and requirements</li> <li>2. Small, incremental releases</li> <li>3. System metaphors</li> <li>4. Simple designs</li> <li>5. Continuous testing</li> <li>6. Refactoring</li> <li>7. Pair programming</li> <li>8. Collective ownership of the code</li> <li>9. Continuous integration</li> <li>10. Forty hour work week</li> <li>11. Onsite customer</li> <li>12. Coding standards</li> </ol> <p>The highest priority is the requirements specification</p> <p>We only have 3 artifacts: sprint log, product backlog and the burndown chart</p>
<p><b>Architecture and design –</b></p> <p>What is the attitude towards the way these characteristics should emerge?</p>	<p>The architecture and design is decided by and only by the requirements specification. Everything should be made as specified and in the order specified.</p>	<p>The architecture and design is based on a requirement specification taking form as user stories in a backlog. The priority of these can be decided on by the team and there is a degree of freedom. We create small potentially shippable programs through iterations and necessary changes to the requirements can occur.</p>
<p><b>Documentation</b></p> <p>How is the application of models tied to the development How is the design and code documented?</p>	<p>The models dictate all. All development is done based on thorough documentation and specification. The design and code is documented through UML, tests etc.</p>	<p>To further understanding of what the product owner desires. UML and other documentation is a way of setting expectations and agreeing on specifications. We prefer to work on actual functional code rather than thorough documentation and to focus on a collaboration</p>

		between team members over tools and things set in stone.
<b>When suitable?</b>  Project type (examples)? Customer typ	When you are working on a project that requires absolute precision, no to minimal risk and with no tolerance for error margin you want to apply UP. The thorough documentation is made to reduce the risk factor.  Big teams.  Example: rocket ship software. Emergency room operation software.  Public sector customers such as municipalities and other such organizations.	When the worst-case scenario for consequences when things go wrong is not fatal. When the customer is unsure of exactly what he wants or if the project is experimental in general you want to apply something more loosely documented.  Smaller teams.  Example: video game,
<b>Process driven by..</b>  which goals/objectives are given the highest priority?	<ul style="list-style-type: none"> <li>• Risk reduction</li> <li>• Compliance with specification, documentation and use cases</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• Individuals and interactions</li> <li>• Working software</li> <li>• Customer collaboration</li> <li>• Responding to change</li> </ul>