

Rapid Software Development Discussion Points
Counts as a Quiz Grade
One response from each pair of teams
Due at the end of class – March 6, 2014

Please meet with the same team that you worked with on the requirements walkthrough. Discuss the points given below. Appoint a scribe who will summarize the discussion and place it on Sakai in their folder appropriately named/labeled. The scribe should also send me an e-mail so that I know where to look for the summary (whose dropbox folder).

Include in the summary, what you discussed and the conclusions that you drew as a group about rapid software development. Bullets are okay. After groups have met and discussed and provided the scribe with information, then report out to the other group. Spend a little time helping the scribe to compile/edit the results. Then each group can meet for the rest of the class time to work on your projects.

Discussion points:

- What are the main features of rapid software development and how does rapid development differ from other, more heavyweight processes?
- What are the strengths and weaknesses of rapid development?
- For what types of projects is it best suited?
- How is testing different in rapid environments?
- How about documentation, how is that different?
- What extreme programming practices do you think are useful or promising? Why?
- What is the role of prototyping in rapid development environments?
- Other aspects discussed? Explain?