2 Development Process

This chapter contains description of the development process I chose for this project as well as causes for such decision. Furthermore, it also provides with explanation as to what modifications have been done to the chosen development process. Finally, there is also a subsection dealing with the subject of various tools used in the process of working on this application.

2.1 Choosing a Development Process

Choosing a development process for my project was no easy task, therefore I had to consider several different possibilities before finally making up my mind. The most important factor I had to take into account was the fact that I was the only developer of the project, and that its time constraints would not allow me to carry on working in a very time-consuming manner, lest I did not care for the final outcome of the project.

During my industrial placement and while attending this year's lectures I got to know a certain type of incremental development called feature-driven development. It consists of five activities which are: developing the overall model, building the feature list, planning by feature, designing by feature and building by feature; its graphical depiction can be seen in Figure 6. Since I did not expect I would have to implement any extremely difficult algorithms in my project but rather predicted my music player was going to be very feature-oriented itself, I decided FDD would suit my project the most of all the other process models. It seemed only natural to create an overall model of the application and a list of features it should have, and then to work on each of them in a prioritised order, focusing on one at a time.
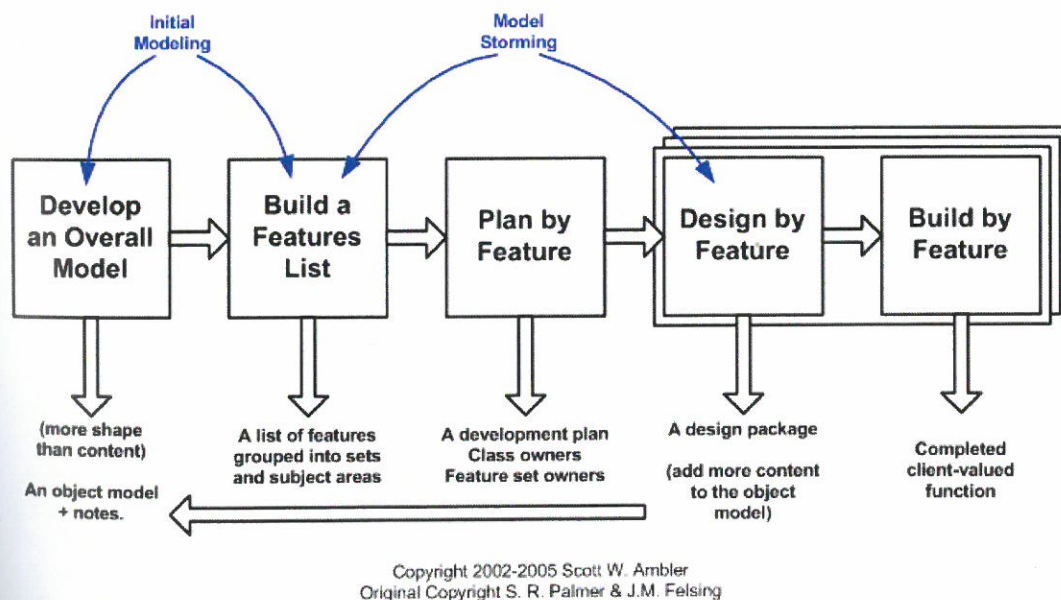

Fig. 6. Feature-Driven Development lifecycle [9].

Moreover, it is suitable for working both alone and as a team (as opposed to extreme programming, for instance). Also as each feature would ideally be a short task, FDD would actually help me in the next part of this project – the weekly plan. Another important part of working in feature-driven development is its psychological aspect: being able to investigate smaller, single issues, implement solutions, test them and 'tick'