SDMP Plan

# Methodology

For this project, having looked at the requirements, I’ve decided to use a Waterfall methodology. My reasons for this include:

* Being the only developer and tester on the project
* Only having 5 days to design, build, test and implement
* Needing to research parts of the requirement that are novel
* Requirements that are ready and will not be changing

A waterfall methodology means I can define how much time I will be spending on each part of the project without a change occurring in a previous stage and needing to iterate my process.

I’ve created a Gantt chart to show my plan for each day and will not deviate from this schedule to allow for completion of the project in timely fashion.

# Plan

I plan to be completing any research, planning, analysis, use cases, UML diagrams, etc on day 1 of the project.

# Install/Configure

I plan to begin the build step on day 1 whilst prioritising the planning stage. The planning stage will give me access to the data structures and models I’ll need to create when building the code.

Since I plan to use JavaScript for the interface back-end, I can start to build the functions in JavaScript and then design the UI later.

# Test

I plan to dev test as I complete functions and features, but official testing steps will be start on day 3. I’ll start by writing my test approach and strategy based entirely off the requirements and use case, then proceed to write the test design for official testing purposes. Once the test design is written, I’ll commence with testing the interface.

Testing will likely go over both days (3 and 4) since I’ll be reviewing my test design before beginning the test so am accounting for time to amend the test design.

# Implement

Once testing has finished on day 4, I’ll begin documenting the project for handover and implementation.

If the test fails, I’ll document how the bugs are causing an error. If it passes, I can document requirements that need work or improving or any developments that didn’t get finished before the deadline.

For the final stage of implementation, I’ll write a User Guide which can be given to end users or other teams to explain how to use the interface effectively.