

Software Process Model

We are planning to use a Unified Process Model with elements of Agile model - Scrum as a software process model for the development of our website. The evolutionary nature of UP models allows us flexibility to go back and forth between the phases of communication, planning, modeling, construction, and deployment of the software. Our gathered software requirements can be represented through multiple use cases as our website is mainly based on the interaction between end-users and the website, and the use cases can also represent the outcomes of end user's choice decisions. The specific use cases can be utilized to define increment sprints that can be developed in the nature of the Scrum model in a short time frame. Since we are still students, we will have particular weeks during which the project development will be in the main focus. During this period when our focal point is developing operational, working increment in a timely manner, we would have 15-minute daily meetings to maximize our efficiency in developing high-quality functionalities. We will try to maximize the number of increments developed through the Scrum model as much as our schedule allows. Our team is small (4 members) and the division of tasks would be manageable. In other weeks when academics are the main focus, we would need to shift to bi-weekly meetings in order to keep the academic success as well as website development on a high level. During these weeks, we will deploy increment development through the UP model. The client's requirements as well as time of pandemic might bring new changes and hence in these times we need to have a highly adaptable team and schedule, which focuses on simplicity and functionality. Because of these shifts in our time availability that needs to be divided between academic commitments and website development, and the need for the model to exhibit both flexibility and adaptability to change, the merge of UP and Scrum process model seem to be the most suitable for our project.