Software Engineering Processes

Process Equalizer

Process Equalizer Setting	Characteristics	Reasoning	Agile ⟷ Plan-Driven
Size	- Direct communication - Multiple roles per person	Stakeholder wants a small dev-team of 3 members.	●○○○○
Criticality	- Tester within the team and autonomous external testing team - High level of risk management - Direct management reporting and involvement - Documentation and tracing of decisions	Since the platform is a kind of shop in which money is heavily envolved, risk must be minimized.	○○●○
Team Skills	- Control changes to process - Do not optimize the process too often - Organize teams around the few level 2&3 people - Empower level 1 people to achieve level 2	Since such a level of security is required, a higher level devs and change control is important.	○●○○○
Change	- Create a prototype - Backlog of features - Prioritized features - No change process, accept changes - Fixed-price contract not feasible	Since it's a large company, a fixed-price is not priority. Having a more agile aproach on changes is also important to suit the stakeholder's needs.	○●○○○
Culture	- Define roles, policies and procedures - Organization, project-specific process definition	Roles and ceremonies are pretty important to ensure a high quality product.	○○○●○○

Tailored Result

Artifact	Reason
Use cases	Stakeholder can then help decide how they should be prioritized
Design guidelines - Color palette - Mock-ups - Possibly design framework (Material)	Stakeholder can already have a good idea on how it's going to look
Requirements	Having a general view on what the application has to have implemented from the start makes development a bit easier. Since it's a bit of an agile approach, the requirements don't have to be final.

Artifacts

Agile or Plan-Driven

Agile ○●○○○ **Plan-Driven**

The process equalizer resulted in a 60% agile and 40% plan-driven method.

Characteristics and Reasoning

Method characteristics	Reasoning
A small team of 3 developers.	Defined by the stakeholder.
Tester within the team.	The final product should be as bug free as possible, since a lot of money could be on the line.
Every feature and change undergoes a high level of risk management.	Risk needs to be minimized as well as possible, since the cost of risk is a lot higher in online shops.
The team mostly consists of experienced developers.	Defined by the stakeholder.
Prototypes will be created.	Prototypes help the stakeholder to have a glimpse at the progress of the product.
A backlog is built with prioritized features.	A backlog saves a lot of time by providing queued tasks. Prioritizing the backlog items makes sure nothing important is missing due to a lack of enough time.
The stakeholder can make changes without much trouble.	This makes the stakeholder happier with the product, which will tailor better to his expectations.
Fixed-price is not feasible.	Since the full extent of the project is not yet definable, the price must be variable.
Roles, policies and procedures are defined.	Roles, policies and procedures add order to the project. Since everyone has their role, they should always know what to do.

Note: Click here to see the individual settings.