Tutorial 5

This is a role-playing tutorial in which you act out various aspects of managing a waterfall style project. Form teams of 4 or 5 from fellow students sitting near you. The project you will work on is defined as follows:

Deliver a system to maintain student records at a university. It will have roughly 20,000 new students each year. The system must be delivered in 2 years' time.

I have chosen this project because, as students, you are familiar with most of the functionality. It is not important whether you get the functional details right, this tutorial is about understanding the process. However, try and be as realistic as possible to make the exercise interesting. It is good if you have differences of opinion, since differences will have to be resolved well in a real life project. Arrive at a consensus for the following document.

Write down your decisions, but don't make them too wordy.

- 1. Decide Sil Shinner in waterfall the Graphroach durare going thuse, and assign roles to each of you. You will need to decide on the style of team structure to use.
- 2. Your first job is b form your teams and you have the following people available (among others):

Alice: a very experience (level per tho high so pany every experience projects using Scrum (an agile approach).

Bob: has worked for the company for a number of years, mainly building small websites for a variety of customers. He is looking for a new role now that the company has cut down on this type of work.

Carol: used to be a developer a long time ago but has been a manager for long enough to forget how to code. She is very good at working with people, both developers and customers.

Dave: a sharp developer who has been with the company for a few months. He knows everything there is to know about PRINCE2 (a waterfall style approach).

What roles would you give them and why?

- 3. Divide your project into around 15 major activities. These are not use cases! Produce estimates (they don't have to be realistic) for each task, making sure that the total effort is around 300 person-months. Produce elapsed times for each task. Sketch a rough PERT chart.
- 4. Bring your documents to this afternoon's tutorial and stay in the same teams.

Software Project Management

Part 2

- 5. Pass your documents to another group and receive the documents from another group. Try to make them different groups if you can. Read the other group's documents and add helpful comments where necessary. Decide as a team what you should add.
- 6. Get your own documents back and rewrite them if necessary, based on the comments from the other group.
- 7. We will then discuss this exercise.

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