**Activities:**

* Analysis
* Design
* Implementation
* Evaluation

**Tasks:**

* Choose literature
* Read literature
* Study risks, allocate time for learning new skills
* Explore ideas from stakeholders
* Design use cases / user stories
* Design prototypes / wireframes
* Evaluate prototypes / wireframes
* Plan iterations
* Test code / test acceptance
* Prepare interviews

**Technologies:**

* **JavaScript / React.js**
* **Wireframe design software**
* **Diagram software**

The subtle but important distinction between incremental and iterative development is that the goal of an incremental project is to develop an increasingly elaborate output, whereas an iterative model strives to develop an increasingly correct (less error-prone) output.

**Lifecycle**

~~The proposal can be carried out by following a prototypal life cycle approach.~~

~~In this approach, each iteration will deliver a more or less sophisticated prototype that the user can use to elicit requirements or suggest improvements to. Alternatives can be delivered to further narrow down the benefits from the artefact that will be delivered.~~

Nope, I think it makes more sense for the project to follow an incremental life cycle approach, in which more functionality will be added after each iteration. Each of those followed by a revision with the user in order to redefine priorities and evaluate the progress of the project.

**Litearature:**

**Dawson, Christian W., *Projects in Computing and Information Systems***

**Garlan & Shaw, *Software architecture*, *Perspectives on a emerging discipline***

**The Open University *TM354 study materials***