Ponder 12: Three Scenarios

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# Reference

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| --- | --- | --- |
| Acronym | Definition |  |
| D | The apparent complexity of the system |  |
| DISP | A measure of the amount of sophistication in the user interface |  |
| HOST | The amount or complexity of the work required to convert the software from the system on which the software was developed to the system on which the software will eventually run |  |
| MEMC | The degree in which the software will be limited or bound by essential system resources such as memory usage |  |
| RELY | The degree in which the software will need to be functional, usually measured in terms of uptime, percentage of uptime, probability of failure, or severity of a failure to the user |  |
| RTIM | The measure of what percentage of the product must interact with synchronous, unexpected, or real-time events |  |
| RVOL | The degree in which the design of the software will be changed to accommodate the needs of the stakeholders, customers, or users |  |
| SERC | The degree of certification required by the stake holders so the resulting system can be used in security critical situations |  |

# Scenario 1: Mobile Game

|  |  |  |
| --- | --- | --- |
| Variable | Rating Modifications | Score |
| D | No Changes | 8 |
| DISP | Heavier Weight for Games. +0.1 \* level for each level of complexity | 1.16+(.1\*4) = 1.56 |
| HOST | No Changes | 1.17 |
| MEMC | No Changes | 1.04 |
| RELY | No Changes | 1.16 |
| RTIM | No Changes | 1.27 |
| RVOL | No Changes | 1.07 |
| SERC | No Changes | 1.08 |

## Rational

The biggest hit for any game is going to be the display requirements. Building, maintaining, and deploying the display resources will be likely be the hardest part of developing the mobile game. This is especially so when it is setup for no controller support, meaning all the controls will be on the screen and need to react to touch, and display in accordance with that touch.

# Scenario 2: E-Commerce

|  |  |  |
| --- | --- | --- |
| Variable | Rating Modifications | Score |
| D | No Changes | 15 |
| DISP | No Changes | 1.11 |
| HOST | No Changes | 1.00 |
| MEMC | No Changes | 1.00 |
| RELY | This needs to be changed to a more financially driven approach. I think the levels are alright, but the descriptions should change. Specifically levels 3-5. They need to be changed to conform to payment transaction levels. | 1.77 |
| RTIM | No Changes | 1.09 |
| RVOL | No Changes | 1.15 |
| SERC | Security is very important when dealing with any financial transactions, and thus this must be weighted heavier. | 5.35 |

## Rational

An E-Commerce site generally handles credit card transactions, so it’s reliability and security needs to be in line with those standards.

# Scenario 3: Life-Support

|  |  |  |
| --- | --- | --- |
| Variable | Rating Modifications | Score |
| D | No Changes | 4 |
| DISP | No Changes | 1.00 |
| HOST | No Changes | 1.00 |
| MEMC | No Changes | 1.04 |
| RELY | This needs to have a much heavier weight. Life support technology is literally a life and death scenario, and must carry much more weight in reliability then any other of the 7 variables. | 5.77 |
| RTIM | No Changes | 1.27 |
| RVOL | No Changes | 1.15 |
| SERC | Security must also be a large consideration here. We don’t want just anyone to be able to walk in and turn off someone’s life support. | 5.37 |

## Rational

This is a life or death situation for whoever is on the life support. If the system fails, or an unauthorized person is able to override it then there are very serious consequences.