



Department of Computer Science Engineering

SRM IST, Kattankulathur – 603 203

18CSC206J – SOFTWARE ENGINEERING AND PROJECT MANAGEMENT

Experiment No	02
Title of Experiment	Identification of Process Methodology and Stakeholder Description
Name of the Candidate	Sai Rohit P
Team Members	Sai Rohit (RA2111003010806) Pavan Sagar (RA2111003010809)
Date of Experiment	

Mark Split Up			
S.No	Description	Maximum Mark	Mark Obtained
1	Exercise	5	
2	Viva	5	
Total		10	

Staff Signature with date

Aim:

To identify the appropriate Process Model for the project and prepare the Stakeholder and User Description.

Team Members:

S. No.	Register Number	Name	Role
1	RA2111003010806	Sai Rohit	Lead / Rep
2	RA2111003010809	Pavan Sagar	Member

Project Title: TimetableSOS

Selection of Methodology:

- The choice between the Agile and Waterfall method for developing an app depends on various factors such as the project's complexity, team size, project duration, budget, and stakeholders' needs.
- If the requirements for the app are well-defined and unlikely to change during the development process, the Waterfall method may be more suitable, as it follows a sequential and structured approach.
- Waterfall is a sequential and structured approach, where each phase of the project must be completed before moving on to the next. It is best suited for projects with well-defined and stable requirements, as changes made in later phases can impact the entire project.
- The waterfall method is a step-by-step method that provides a clear and detailed plan for the entire project and is best for projects with a fixed budget, timeline and scope.

- On the other hand, if the requirements are subject to change or the project is complex, an Agile approach may be more suitable. Agile emphasizes flexibility, collaboration, and continuous improvement, allowing the team to respond to changes more efficiently and make adjustments as needed.
- Agile is an iterative and incremental approach to software development that prioritizes flexibility and collaboration. It allows teams to respond to changes and feedback more quickly and deliver a minimum viable product (MVP) to the customer in short sprints.
- Agile methodologies, such as Scrum and Kanban, emphasize teamwork, frequent check-ins and adaptation, which can lead to better alignment with stakeholders' needs and faster delivery of value.
- Due to the app being highly dynamic, easy to develop, patch any bugs and launch new updates, we will choose to stick with the Agile model of development.

Stakeholder	Interests	Estimated Project Impact	Estimated Priority
Students	The primary users of the app – will benefit from its features such as class scheduling and real-time notifications.	High	1
Teachers or Professors	Involved in providing information about the classes they will be teaching, including the class name, start and end times, classroom location, and their name.	Low	3
School Administration	Involved in providing input on the app's design and ensuring that it aligns with the school's policies and standards.	Medium	4
IT Department	Involved in ensuring that the app integrates with the school's existing systems and complies with data privacy and security regulations.	High	1
App Development Team	They are responsible for designing, building, and testing the app.	Medium	1
Project Manager	They are responsible for leading the development project and ensuring that it is completed on time and within budget.	High	2
Investors or Sponsors	They may provide funding for the development of the app and may have a stake in its success.	Low	5

Result: Thus the Project Methodology was identified and the stakeholders were described.