Software development lifecycle

Waterfall model-

Pros: enables more security and more accountability

Cons: slow, not adaptable in the requirements

Steps

Gather requirements

Design the architecture

Build the application

Test

Deploy

Big Bang Model- most suitable for prototypes: done in a very small timeframe to test technologies

Iterative models (family of models)

Spiral model- lots of mini waterfalls

Responsive to client feedback

Agile models (family of models): we break project into small features/pieces called “user stories” and we run individual user stories through development

Scrum-

user story: some desired functionality of the software usually from the point of view of the user

scrum board- back log, in progress, testing, done, released

scrum master- the person that leads the scrum meetings, not the project manager, could be a developer

sprint- 2-6 weeks long

sprint planning-we pick out which user stories will be attempted

daily stand up

what we did, what are we going to do and what obstacles

retrospective/review

capacity- productive work hours/points available to sprint

velocity- the sum of effort points completed in the sprint

backlog- log of all uncompleted stories in the project

sprints are done on a strict schedule regardless of work completion or not. This is used to re evaluate after the sprint

konbon

no sprints, continuous planning and reflection/reevaluation

konbon board

each column on the board has a max number of points it can contain

agile needs to have a way for users to submit feedback and plug that into the project board