

Team: Black
Project: SideKick
Assignment #2

Software model selection

Example 1:

Potential loss due to defects/bugs: 5
Developers experience/skills: 3
Rate of requirements change: 3
Team size (5, 10, 25, 50, 100+): 1
Culture (adaptive to change): 2
Pressure to develop early releases: 5
Business staff's commitment to work extensively with development team: 4
Developer's experience with similar systems: 3
Availability of reusable components: 4

We will use Scrum model as there is a requirement for an early release and then a later release for public. Which means there is a need for incremental development.

Example 2:

Potential loss due to defects/bugs: 5
Developers experience/skills: 4
Rate of requirements change: 3
Team size (5, 10, 25, 50, 100+): 2
Culture (adaptive to change): 5
Pressure to develop early releases: 5
Business staff's commitment to work extensively with development team: 2
Developer's experience with similar systems: 4
Availability of reusable components: 2

We will use Scrum model as there is a requirement for constant early releases, there are many developers and the developers are in different time zones. Which means there is a need for incremental development. Work can be divided among different developers.

Example 3:

Potential loss due to defects/bugs: 5
Developers experience/skills: 4
Rate of requirements change: 3
Team size (5, 10, 25, 50, 100+): 1
Culture (adaptive to change): 5

Pressure to develop early releases: 2

Business staff's commitment to work extensively with development team: 1

Developer's experience with similar systems: 3

Availability of reusable components: 1

We will use Waterfall model, as a detailed testing can be carried out at the end of the development phase. This will ensure no bugs in the final product

Example 4:

Potential loss due to defects/bugs: 5

Developers experience/skills: 3

Rate of requirements change: 3

Team size (5, 10, 25, 50, 100+): 1

Culture (adaptive to change): 3

Pressure to develop early releases: 3

Business staff's commitment to work extensively with development team: 3

Developer's experience with similar systems: 3

Availability of reusable components: 4

We will use Scrum model as there are many different components involved such as frontend, backend, database, login information etc. Therefore, a model is needed in which the work can be divided between the developers.