Software Engineering Group Project

COMP2043.GRP

Session 13:
Change Management

Acknowledgements

- Some of the materials we use may come directly from previous teachers of this module, and other sources …
- Thank you to (amongst others):
  - Dr Julie Greensmith

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Overview

- Look at the impact of change on projects
- Introduce change into activities
- Reflect on how to manage and be robust to change
- Reflect on progress and performance

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Learning objectives

- Understand the impact of change on software engineering projects
- Be aware of the instability in software development
- Start to develop coping skills
- Be able to minimise the effects of disruption

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Change

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Today's Task

- Work through the handouts

  - in your teams
- Perform tasks relevant to the handout
- **Be prepared to do what I say**
- There is only one way to be robust to change ...

First Task

- First task is to read through the scenario and the draft software requirements specification
  - what is important?
  - what is a distraction?
- Make a use case diagram for the scenario
  - in your teams

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Second Task

- Update the draft requirements
  - now that you/we have decided how to proceed with the conflicts
- Draw out the corrected use case diagram for the system based on your new requirements

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Nominate a Project Manager

Third Task

- Design stage is next
  - use some very basic UML
  - or another system, including your own
    - but include legends and explanation!
- Class diagrams
- Deployment diagram

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