Software Development Research Project

Consider your summative from last year: When you were planning for your project, how did you start? What did you consider first? Were you looking at it from the 'client's' perspective, or the developer's?

There are many approaches to developing a software project. We will examine a variety and implement an example project (discovery day) using this process.

In teams (as listed) you will choose one of the approaches below and begin to plan your project again using this methodology. Please note, you are not actually coding, you are simulating the process of developing this software.

You will make a presentation that outlines what that process would look like. For example: Explain the parts of your project that would be planned first, explain why. Explain that "now we would code this particular functionality and test it before moving on..." and further walk the class through this process of development.

Be sure to include:
- A basic outline of how this software development strategy works
- A list of major milestones
- An example time-line of what your development would look like (lookup Gantt Charts)
- Planning flow charts
- Discuss how often / when you would be checking in with your client
- Mockups of what your end goal (final product) looks like
- A clear explanation of how your software will actually work, in terms of data flow, what is stored where and how it will be accessed.

Presentations will begin next Tuesday (March 20th, 2017)

Software Development Methodologies
- Waterfall development
- Prototyping
- Incremental development
- Iterative and incremental development
- Spiral development
- Rapid application development
- Agile development

     Presentations will be assessed based on the criteria above. A successful presentation will outline all that is listed under "Be sure to include" in a clear and concise way, and be delivered in a simple elegant presentation with a clear and strong voice.