CSSE 372 – Software Project Management

Homework 2

Objective

To gain an appreciation and basic understanding of a relevant software process model through a Simulated Software Project game called SimSE. This assignment exposes you to key principles in the *Incremental* software process.

This exercise provides considerable insight into key project decisions that go into a product

Due Date

5 p.m., Tuesday, Week 3, September 18th, 2012.

Tasks

1. Watch the SimSE video tutorials at: http://www.ics.uci.edu/~emilyo/SimSE/downloads.html#Videos (these are also linked through the CSSE 372 Schedule page).
2. Download the SimSE player's manual (linked via the CSSE 372 Schedule page) and read it. Be sure to watch the video and read the manual carefully, as they will highlight several important things that will significantly help you in successfully playing SimSE and correctly answering the questions.
3. Download the Incremental Game at: http://www.ics.uci.edu/~emilyo/SimSE/downloads.html#Games. (Be sure to download the game and not the model, as the model is not executable.)

   The download consists of a "readme" text file and an executable game, which you can run by simply double-clicking on it. If you do not have the current version of Java installed on your machine, you will have the opportunity to install it when you try to run a game.

   Run the game and experiment with the adjustable elements such as time, people, tools, and other resources. Again, you will probably need to do multiple runs to get the hang of the game.
4. Please summarize your experience (short paragraph) with the simulation and game. Please leave out complaints about the user interface or rants about how old the technology is compared to today's games – I know, but this is the best out there and instructive (perhaps a senior project idea to make an updated one). Enjoy it, even if it is nostalgic ☺.

5. Please answer the following five questions (a through e):
    a. Which artifact attribute seemed to be most important and most strongly affect the outcome of the game (e.g., inflexibility, difficulty, changeability, etc.)? Why?
    b. Try skipping one or more of the documentation phases (requirements/design) on one or more modules. What effect does this have?
    c. How does the early submission of a partially complete project affect your work on the remainder of the project?
    d. Describe your approach to the game in terms of the lifecycle models we discussed in class. In what ways did you follow a given lifecycle model?
    e. Is there any situation where it might be valuable to use the "start over" action?

Submitting Your Work

Please submit your assignment as a single document to the Angel Homework2 Dropbox on Angel under "../Lessons/Homework Dropboxes/HW2: *Incremental Process Game*". Please submit a **pdf** file with a cover page containing your Name, Assignment Title, Date, and campus mail address. Please name the document:
<your last name>*HW2-IncrementalProcessGame.pdf*
(e.g., Bohner-HW2-IncrementalProcessGame.pdf).