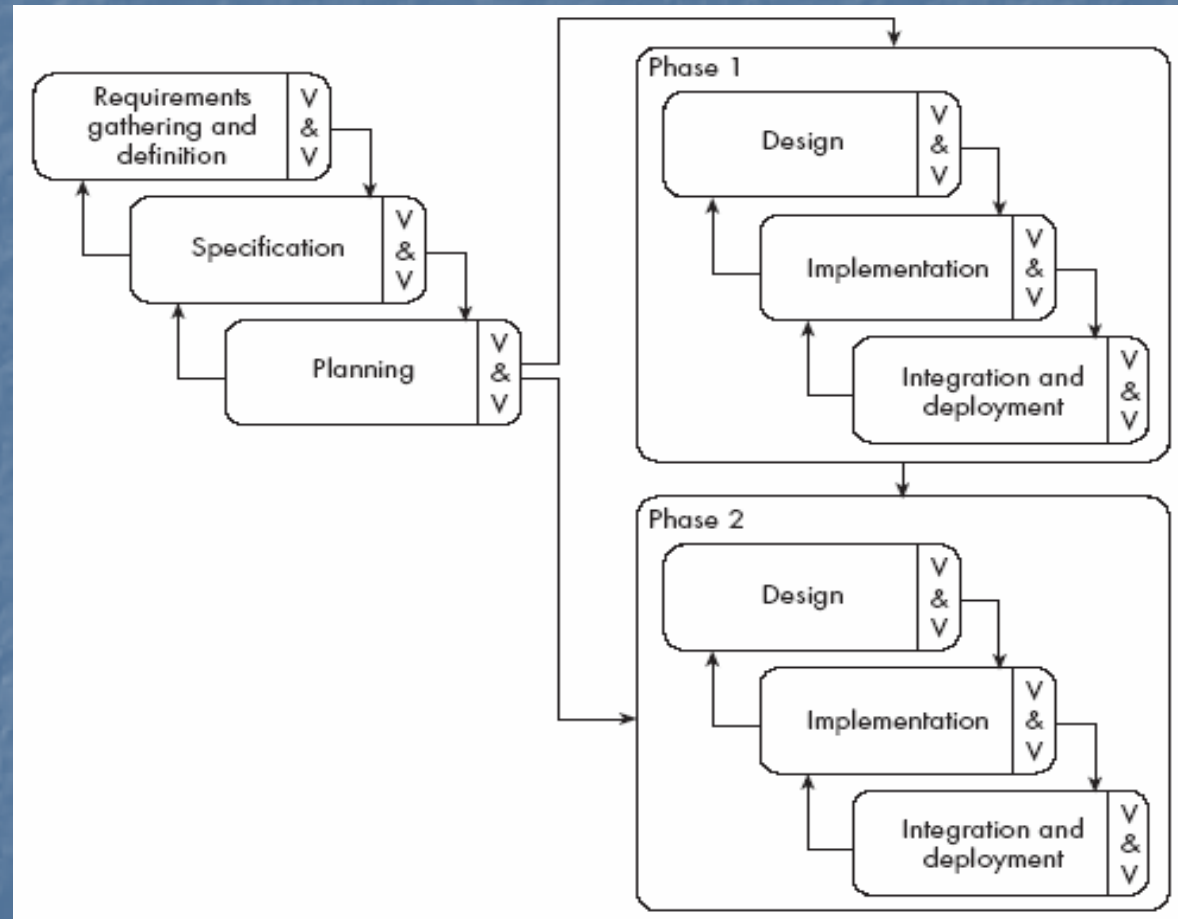


SecureEnt©
High Level
Software Engineering Plan

Managing Our Development Process



Use a phased-release model



Cost estimation

- Estimate how much software-engineering time will be required for each Phase from Prototype to Beta to Release
 - The amount of labor needed in *person-months* or *person-days*.
 - Estimate of development effort and cost for resources and tools

cost estimation inclusions

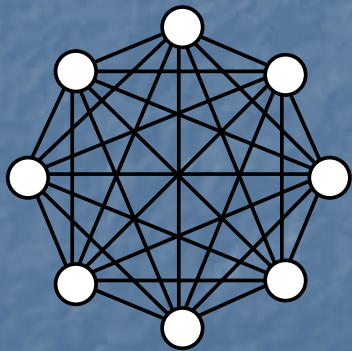
- Prototyping
- Design
- Inspecting
- Testing
- Debugging
- Writing user documentation
- Deployment.

Principles used to cost

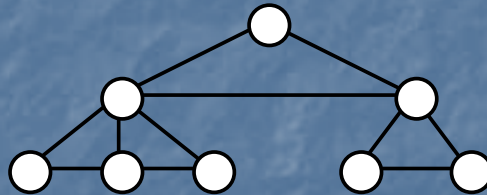
- Base estimates on past experience with Trusted Agent FISMA development effort combined with knowledge of the current project.
 - Because of similarities with the TAF project:
 - Less work – use case and rules already developed
 - The number of use cases known
 - The number of distinct requirements known
 - The number of classes in the domain model known
 - An estimate of the number of lines of code

Our Engineering Team

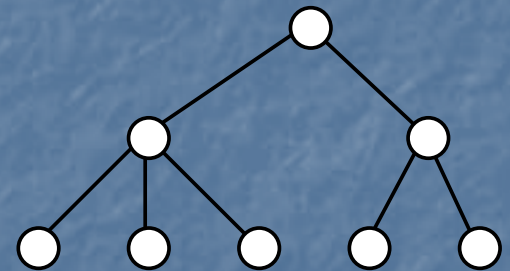
- Choose appropriate partner for development effort that will be a value add to MTG in the way of resources – funding – marketing - relationship – synergy etc
- he team could be organized in many different ways



a) Egoless



b) Chief programmer



c) Strict hierarchy

Our Software engineering team

- Will be an Egoless team:
 - In this team everybody will be equal, and the team will work together to achieve the common goal.
 - Decisions will be made by consensus.

Skills needed on our team

- Architect
- Project manager
- Configuration management and build specialist
- User interface specialist
- Technology specialist
- User documentation specialist
- Tester

We are at week 10

Beta needs to be by week 20

