



Case study of the Collections Application: Identification of flaws in development lifecycle including Requirements that Led to Flawed Architecture and Development

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Outline

- Introduction
- Overview of the Application
- Critical Events including Requirements gathering
- Financial Loss
- Recommendations
- Conclusion



Introduction

- This project is about a collection department's application
- Awarded to a team with lowest cost bid
- Software team with limited senior developers
- Bad requirements gathering process
- Bad development
- Increased cost and possible failure



Application Overview

- Required by Collections department of an institution
- Supposed to wrap around multiple software
 - PSYS – for credit accounts
 - NAS – recovery management system
 - NICO – big data system
- Supposed to present client data on one screen for the collectors




Application Overview – cont.

- Application performs multiple tasks:
 - Take promise to make payment
 - Payment schedule
 - Display record
 - Accounts maintenance
 - Calculators to perform maintenance
 - Reporting



Critical Events including Requirements gathering


- Requirements gathering/RE process
 - No BSA assigned to the RE
 - No project manager assigned
 - Multiple people gathering requirements from stakeholders including agents, managers, higher management
 - No collaboration was done between them
 - They tried to put functional and non functional requirements in words and put stress that those be fulfilled as described



Critical Events including Requirements gathering – Cont.

- “What” and “how” of requirements were stressed as described by stakeholders without consulting any consultant if those are possible or not
- Incomplete scenarios
- Missed links between chain processes assuming the process workflow in a specific way







Critical Events including Requirements gathering – Cont.

- Project award bid
 - Software Development teams participated
 - Awarded to a team with lowest bid
 - Did not assess the background and successful projects of the team
- The team
 - Pretty new
 - Still following waterfall approach
 - Few senior developers and those were assigned their own projects
 - New hire – junior developer assigned the project



Critical Events including Requirements gathering – Cont.

- Software architecture:
 - Never planned software architecture and technology stack
 - Software scalability was not considered
 - Database structure was not considered
- Change requests:
 - Due to ambiguous words, changes were requested very often
 - RE was not performed well so the missing requirements were added later



Critical Events including Requirements gathering – Cont.

- Changes that happened later broke the application
 - Requirement of building the UI in the strict “what” and “how” manner, led to broken application when changes were requested
 - Some screens were completely re-written



Financial burden

- 1 developer and 2 DBAs were assigned fulltime and many employees from collections were assigned partially to the project at the start
- A contractor was hired later and assigned to this project.
- Initial estimation of work was 12 months but it has been 2.5 years the project is still in development



Financial Burden – cont.

- Later realised the burden of the on going project
 - Assigned a fulltime project manager to over look the project
 - Contractor is being extended



Recommendations

- Need to stop the development to stop financial loss
- Revise the requirements and assign BSA for proper RE
- Submit the application for technical audit to identify potential security issues
- Senior DBA should analyse the database structure
- Assign the Agile development team to the project



Conclusion

- RE is very important for:
 - Project completion time estimation
 - cost estimation
 - Less change in requirements
- Technical skills and background of the team is very important
- Project management techniques are very important
 - Project manager, BSA, Kanban board, GitHub
- Software development techniques are very important
 - Agile vs waterfall

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THANK YOU

QUESTIONS