



Software Development Methodology

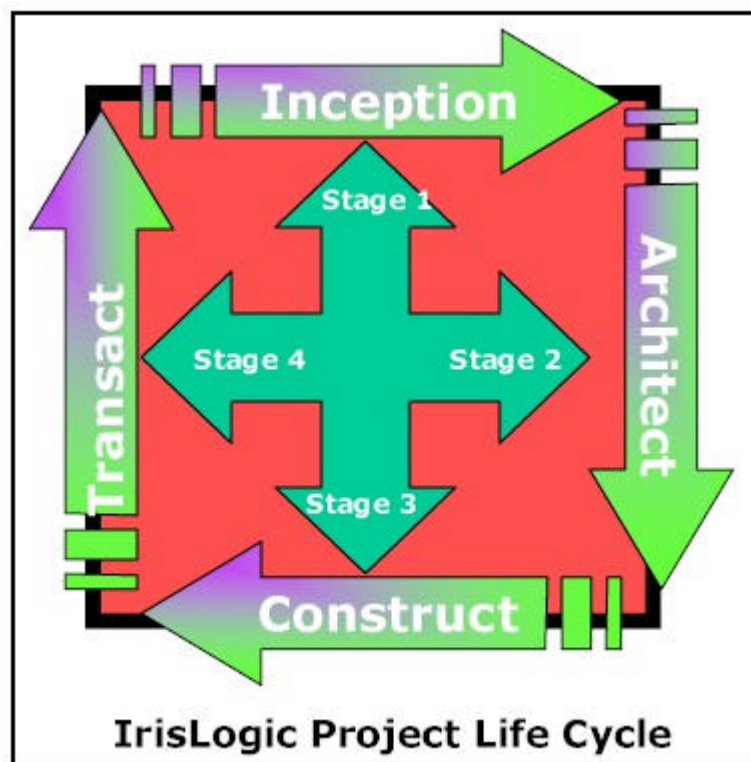
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IrisLogic Software Development Methodology

At IrisLogic, the software development life cycle is divided into four main phases. A phase is the span of time between two major milestones of the development process where a well-defined set of objectives are met, artifacts are completed, and decisions are made to move or not move into the next phase. Within each phase are a number of iterations. An iteration represents a complete development cycle, going from requirements capture to implementation and testing, ultimately resulting in the release of an executable project.

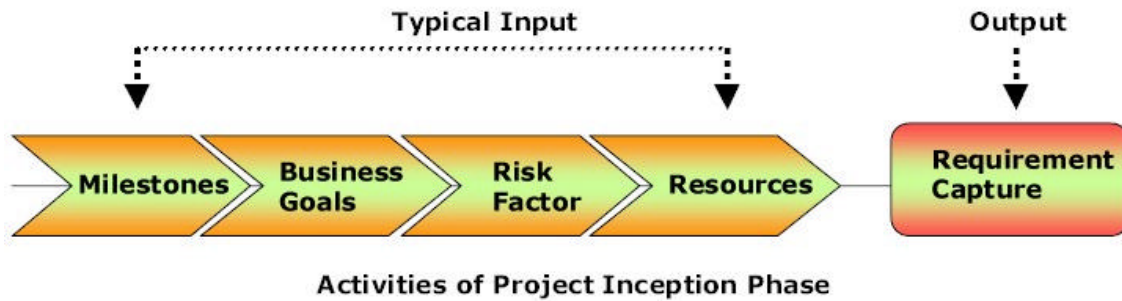
The four main phases are:

1. **Inception** (establish the business case for the project)
2. **Architect** (establish and elaborate a project plan)
3. **Construct** (engineer and develop the system)
4. **Transact** (supply the system to end-user and extend if needed)



Inception Phase:

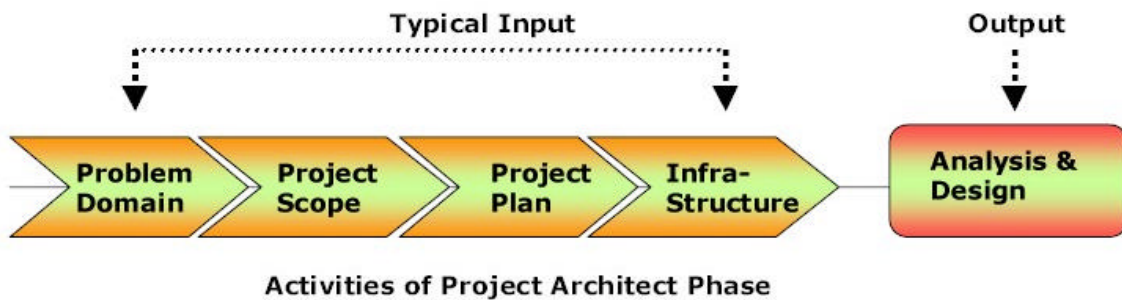
During the inception phase, we establish the business case for the system and delimit the project scope. The business case includes success criteria, risk assessment, estimates of the resources needed, and a phase plan showing a schedule of major milestone.



During inception, it is common to create an executable prototype that serves as a proof of concept. At the end of the inception phase, we examine the life cycle objectives of the project and decide whether or not to proceed with full-scale development.

Architect Phase:

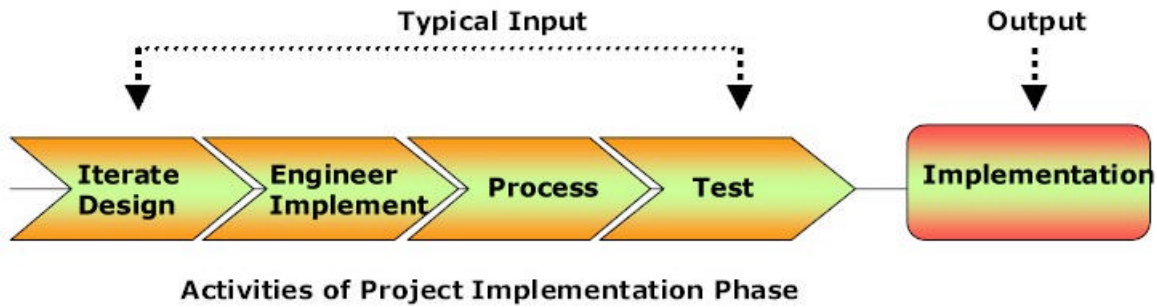
The goals of this phase are to analyze the problem domain, establish a sound architectural foundation, develop the project plan, and eliminate the highest risk elements of the project. Architectural decisions are made with an understanding of the whole system. This implies we describe most of the requirements of the system. We do architectural verification by demonstrating architectural choices.



At the end of this phase, we examine the detailed system objectives and scope, the choice of architecture, and the resolution of major risks, and decide whether or not to proceed with engineering and construction.

Construct Phase:

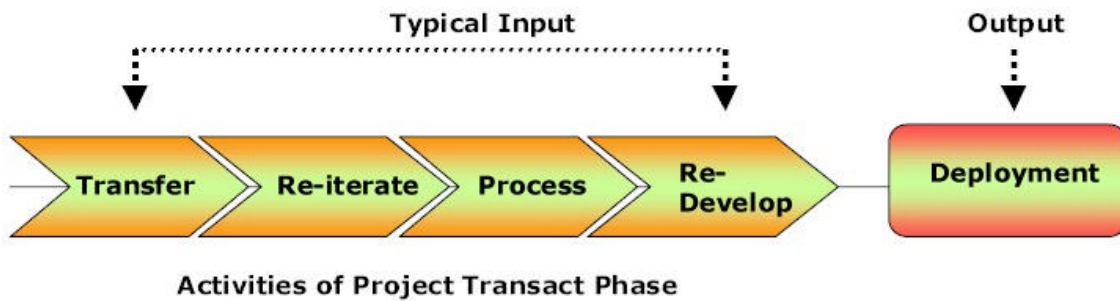
During the construction and engineering phase, we iteratively and incrementally develop a complete product that is ready for transition to its user community. This implies describing the remaining requirements and acceptance criteria, fleshing out the design, and completing the implementation and testing of the software.



At the end of the construction phase, a decision is made as to whether the software, the sites, and the users are all ready to go operational.

Transact Phase:

During the transition phase, we deploy the software, transfer knowledge, and if need be reiterate through the cycle to extend the system. Issues often arise that require additional development in order to adjust the system, correct some undetected problems, or finish some of the features that may be postponed. This phase typically starts with the beta release of the system, which is then replaced with the production system.



At the end of the transition phase, we decide whether or not the life cycle objectives of the project have been met, and whether we should start another development cycle.