

Blending UP and XP

- A theoretical evaluation for Rewebution project

Scope (the presentation base)

- The project methodology - Web RUP
- XP versus UP - a methodology comparison study work

UP and XP comparison

UP traits

- huge staff and big projects
- A decent educational background is necessary
- iteration naturally last longer than in XP

XP traits

- best suited for small development teams
- embracing change through fast iterations and feedbacks
- a lightweight methodology *

*XP focuses on following practices which makes software development go faster and remove practices which make it move slower

However,

- Does not compete with each other
- Stresses different parts of information system development and thus provide different approaches and practices

Possibility to blend two methodologies

Rewebution development team traits

- team consists only of two members (XP trait)
- Project requirements are to use WEB-RUP (Plus for UP)
- Management activities are not a prerequisite because of the team size (XP would omit most of the management documents)
- User interface design and User participation are the biggest risks (XP would make documentation)
(UP would contribute the relevant set of artifacts and workflows)

Final solution

The suggested blending result is as follows:

- The core of the methodology is based on Web RUP
- Transform to lightweight Web RUP by omitting most of the management activities.
- Applying XP traits suitable for small teams

Literature

- **XP versus UP** - A methodology comparison study work, 2004. Darius Damalakas
- **XP website**
www.extremeprogramming.org
- **[5] The four project values** <http://www.xprogramming.com/Practices/PracValues.html>

Thank You for your attention