

Table of contents:

1. GAMECORP	2
1.1. THE NAME.....	2
1.2. THE HISTORY	2
1.3. THE PROBLEMS	2
1.3.1. <i>Hacker culture</i>	2
1.3.1.1. The development process model.....	3
1.3.1.2. Communication.....	4
1.3.1.3. Conclusion	4
1.3.2. <i>Pair programming</i>	4
1.3.3. <i>Other issues</i>	5
2. IMPROVEMENT PLAN.....	6
2.1. MEASUREMENT TEAM AND SCHEDULE.....	6
2.2. DESCRIPTION OF THE TASKS	8
2.2.1. <i>Make position ad / hire new lead programmer</i>	8
2.2.2. <i>Overtime queries</i>	8
2.2.3. <i>Code standard queries</i>	8
2.2.4.1. <i>Hohmann's status reports memo</i>	9
2.2.4.2. <i>Idea distribution/management system development</i>	9
2.2.5.1. <i>PP Case study</i>	9
2.2.5.2. <i>PP Experiment</i>	9
2.2.5.3. <i>Make PP survey</i>	10
2.2.5.4. <i>Summarize results</i>	11
2.2.6. <i>Inform everyone involved about the improvement plan</i>	11
3. RATIONALE FOR THE IMPROVEMENT PLAN.....	12
3.1. MAJOR DECISIONS	12
3.1.1. <i>Is eXtreme Programming right for GameCorp?</i>	12
3.1.2. <i>Is pair programming even worth investigating further?</i>	13
3.2. PRELIMINARY CONSIDERATIONS OF POSSIBLE IMPROVEMENT APPROACHES	14
3.2.1. <i>The hacker culture problem</i>	14
3.2.1.1. Customer involvement	14
3.2.2 <i>The pair programming problem</i>	15
3.2.2.1. Controlled experiment.....	15
3.2.2.2. Case study	15
3.3. DETAILS ABOUT THE ELEMENTS OF THE IMPROVEMENT PLAN	16
3.3.1. <i>Employee/position situation</i>	16
3.3.2. <i>Overtime</i>	16
3.3.3. <i>Code standard</i>	17
3.3.4. <i>Communication</i>	17
3.3.4.1. Hohmann's status reports.....	18
3.3.4.2. Idea distribution/management	18
3.3.5. <i>Pair programming</i>	19
3.3.5.1. Case study	19
3.3.5.2. Experiment.....	20
3.3.5.3. Survey	21
3.3.5.4. Results.....	22
3.3.6. <i>Informing the involved people</i>	23
4. CONCLUSION / POSSIBLE FURTHER WORK.....	24
REFERENCES:	25