

# Software Development Lifecycle

## Introduction

This page outlines the various stages of software development at Unicis. Each stage has distinct purposes, target audiences, and characteristics. Following this guide will help ensure that our software is thoroughly tested and refined before reaching a wide audience.

%%{init: {'theme':'neutral'}}%% flowchart LR id1((Alpha)) ==> id2((Beta)) ==> id3((Early Access)) ==> id4((General Availability))

## Alpha Stage

### Purpose

The Alpha stage is the initial testing phase aimed at identifying critical issues and implementing core functionalities.

### Audience

Internal team members and a limited group of external testers.

### Characteristics

- Early stage of development.
- Many bugs and incomplete features.
- Focus on core functionality over stability or performance.

### Guidelines

- Prioritize identifying and fixing critical bugs.
- Implement core functionalities.
- Collect and document feedback from testers.
- Regularly update the team on progress and challenges.

## Beta Stage

### Purpose

The Beta stage is a pre-release testing phase to identify and fix remaining issues.

### Audience

Selected external users, potentially made public.

## Characteristics

- More stable than the Alpha version.
- Most features are implemented, but there may still be bugs.
- Focus on user feedback for identifying issues.

## Guidelines

- Invite a diverse group of users to test the software.
- Collect and analyze feedback systematically.
- Prioritize fixing bugs and performance issues.
- Communicate updates and changes to beta testers.

## Early Access

### Purpose

Early Access allows extended testing with real users and continuous development based on feedback.

### Audience

General public or a larger group of users.

## Characteristics

- Software is usable but still under active development.
- Continuous updates based on user feedback.
- Often used for games or other engagement-driven software.

## Guidelines

- Release a functional version to the public with clear communication about its status.
- Regularly update the software based on feedback.
- Engage with the community to understand their needs and issues.
- Maintain a roadmap and communicate planned updates and features.

## General Availability (GA)

### Purpose

GA is the official release of the software, marking it as stable and fully functional.

### Audience

General public.

## Characteristics

- Considered stable and fully functional.
- Available for purchase or download by all users.
- Transition from development to ongoing maintenance and support.

## Guidelines

- Ensure all critical and major bugs are fixed.
- Finalize all features and performance enhancements.
- Prepare and distribute comprehensive documentation and support materials.
- Monitor and address any issues that arise post-release.

## Conclusion

Following the stages outlined in this handbook will help ensure that our software products are robust, user-friendly, and successful in the market. Each stage is crucial for identifying and resolving issues, refining features, and ultimately delivering a high-quality product to our users.

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