

Software Development Teams

[Stakeholders](#)

[Development Team Structure](#)

References

- BLS OOH: [Computer and Information Technology Occupations](#)
- [IT job roles and responsibilities explained](#)
- [MSDN: A Model for Enterprise Teams](#)

Stakeholders

- A **stakeholder** is someone who has a vested interest in the development of a project.
- There are typically three primary stakeholders in a software development project:
 - The **client** is an individual or business who contracts with a software development company to implement a product.
 - The **user** is the person or people who will actually use the product.
 - The **developer** is / are the company or individuals who are tasked with creating the product.
- Usually, the stakeholders have differing (often conflicting) interests. For example:
 - The client and developer are very concerned with the **project budget and timeline**.
 - The user is concerned with **product usability and cost**.
 - The developer is concerned with the **maintainability** and **adaptability** of the product.
- The lines between these stakeholders are sometimes blurred. For example:
 - The client might contract a developer to create a product that they will use in-house, in which case they are also the user.
 - The developer might create a product and market it directly to the users.
 - The developer might create a product that they intend to use in-house.

Development Team Structure

- This is an example team structure, teams will vary.
- Source: <http://amt.in/our-development-process.html>

