



SWINBURNE
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TECHNOLOGY

SWE20001

Managing Software Projects

Lecture 4b

Project Proposal in a Nutshell



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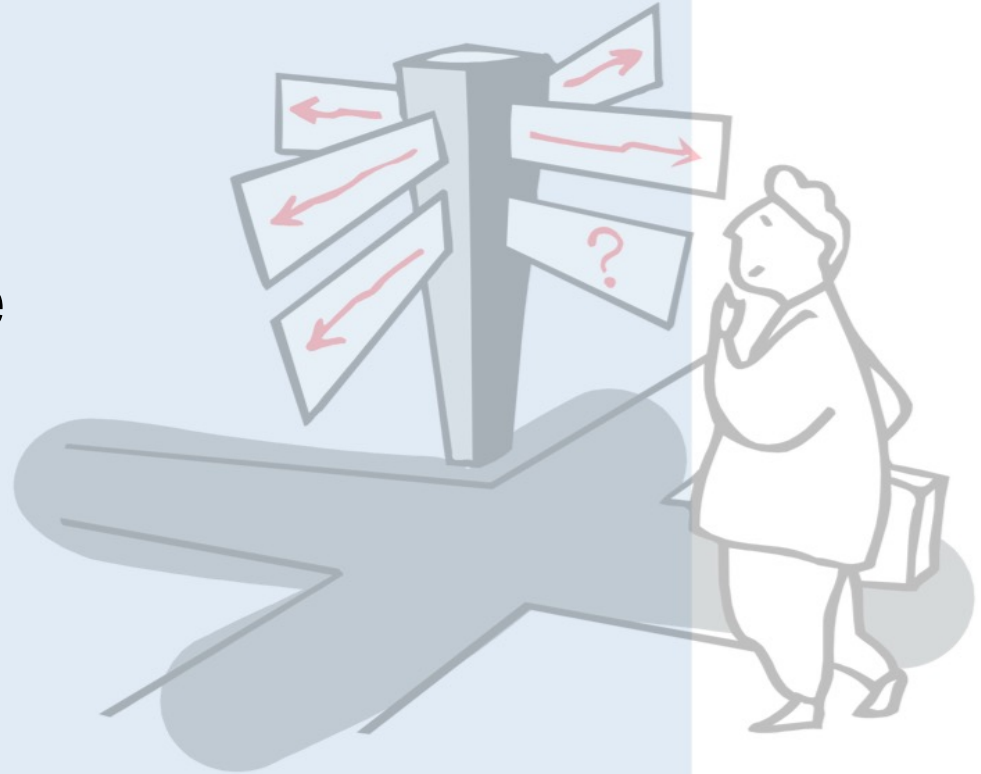
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Roadmap



- Background / Problem Description
- Scope
- Stakeholders
- Deliverables and Schedule
- Solution Direction
- Quality Management
- Resources



Background / Problem Description



- A brief description about the current situation of the client
- What problem(s) they are facing?
- Why the client wants to do the project?
- Discuss this in your own words (not the clients)
- Intention: Show your understanding about the client's problem(s)

Scope



- A statement of what you want to achieve via doing this project
- What the software is capable of
- Why it can solve the client's current problem (as discussed in Problem Description earlier)
- Usually includes the following
 - Goals – general things that you want to achieve
 - Objectives – specific
 - Constraints – what conditions need to be adhere to (e.g. the system must be developed using Java)

Scope – Goals, Objectives, Constraints



- Goals – general things that you want to achieve in this project
- Objectives – specific things that you used to measure the success of the project (be S.M.A.R.T.)
- Constraints – what conditions need to be adhere to
 - The system must be developed using Java
 - The system must interface with the XYZ software installation system in the IBM MVS mainframe

Scope – Out of Scope



- Things that are not supposed to be done in the project

- Intention:
 - ☐ Define out of scope to protect your team “working” on items that are not needed

Stakeholders



- Who is involved in the project
- Project Sponsor – the person who pays the bill
 - Client's boss
- Customer (your client)
 - Client's employee, day-to-day operation staff
- You (as project manager)
- Your development team (developers)
 - Business analyst, Senior architect, Programmers, Testers etc.
 - In Agile – every one is a developer including the user representative

Deliverables and Schedule



- What to deliver, by when
- Use calendar dates / Sprint Number
- Things to be considered
 - ☐ Dependencies
 - ☐ Risk Involved
 - ☐ Business Value

Solution Direction



- A brief description of the overall system
- How the system works
- What technologies are involved in the system
- May involve a high level design of the system (overview)

Quality Management



- Define the Quality of the project
 - Scrum's jargon – Definition of Done
- Quality Assurance (i.e. Managing the Quality) – describe what to do so as to assure the quality of the project

Resources



- Resources required for the project
- Human resources
 - ☐ Team members and their roles
- Non-Human resources
 - ☐ Any specific items that are required for the project (e.g. specific hardware)