

Unified Process/SCRUM

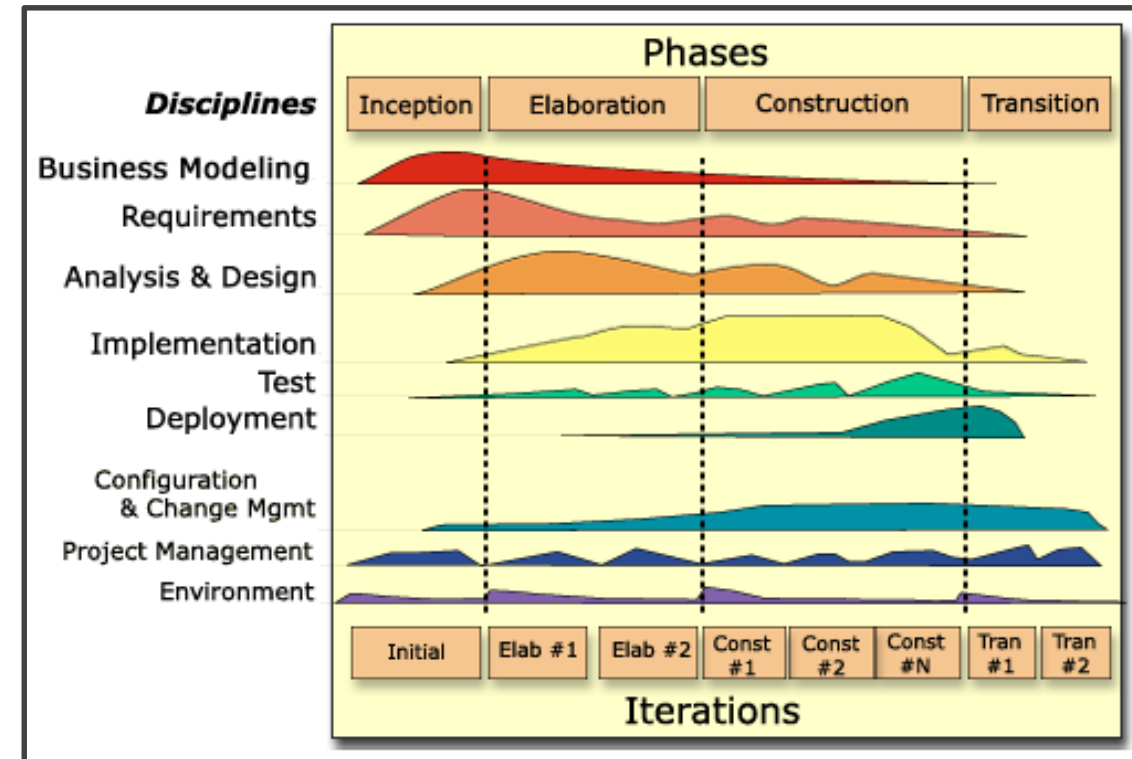
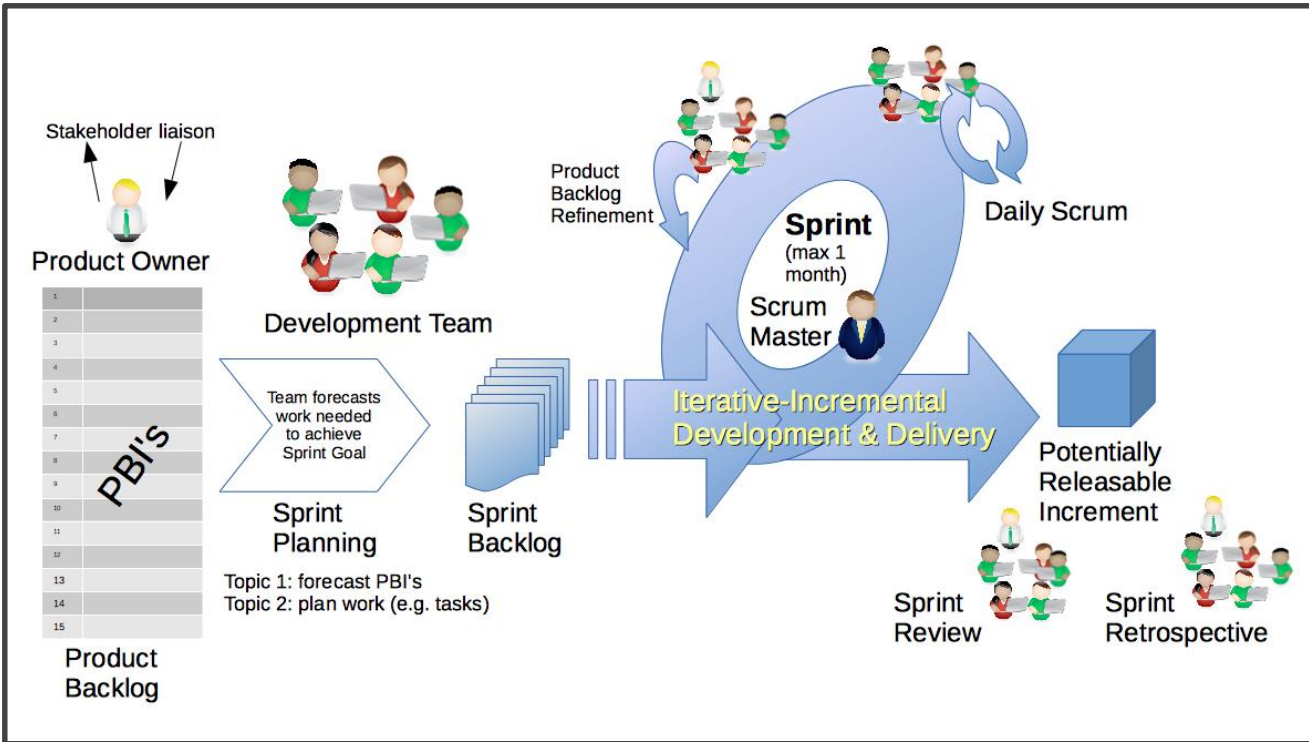
SEP2

SCRUM vs Unified Process

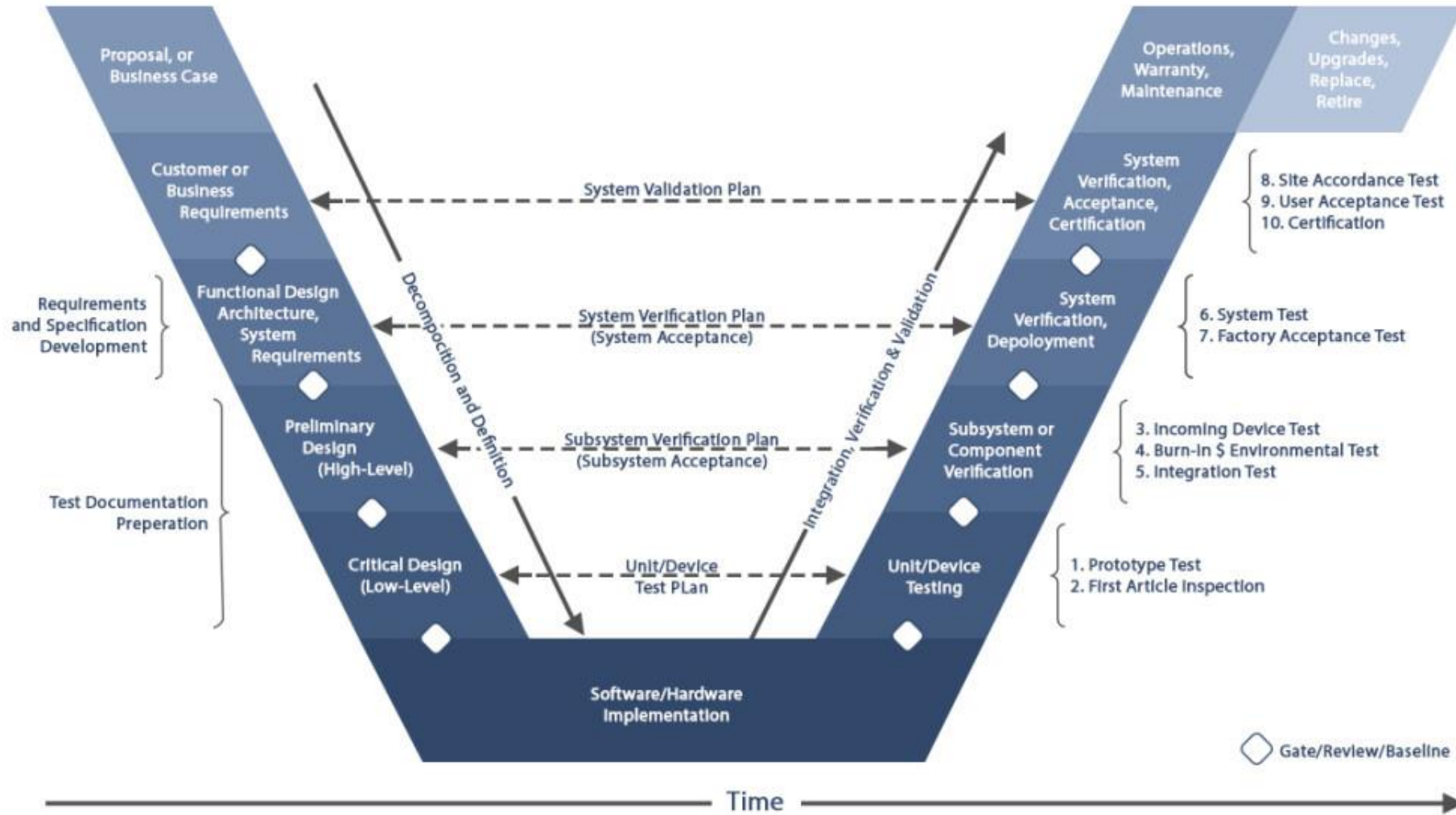
Mainly Process

Process, disciplines and artifacts

- One Iteration fits in one Sprint



V-Model & Test



Why making Artifacts?

The point of creating artifacts and documents

- **Is not** the diagram or the document itself
- **It is** the thinking, analysis and proactive readiness!!

The purpose of modelling is to improve the understanding!!

“In preparing for battle I always found that plans are useless, but the planning indispensable”

- General Eisenhower

Inception

We must be able to answer these questions after the inception phase

- What is the vision and business case for this project?
- Is it feasible?
- Buy and/or build? – Are there already something on the market?
- Rough unreliable range of cost: Is it \$10K-100 or in millions?
- Should we proceed or stop?

The goal is only to: Decide if the project is worth a serious investigation (during elaboration) – not to do the investigation!

Inception Artifacts

Artifact ^[1]	Comment
Vision and Business Case	Describes the high-level goals and constraints, the business case, and provides an executive summary.
Use-Case Model	Describes the functional requirements. During inception, the names of most use cases will be identified, and perhaps 10% of the use cases will be analyzed in detail.
Supplementary Specification	Describes other requirements, mostly non-functional. During inception, it is useful to have some idea of the key non-functional requirements that have will have a major impact on the architecture.
Glossary	Key domain terminology, and data dictionary.
Risk List & Risk Management Plan	Describes the risks (business, technical, resource, schedule) and ideas for their mitigation or response.
Prototypes and proof-of-concepts	To clarify the vision, and validate technical ideas.
Iteration Plan	Describes what to do in the first elaboration iteration.
Phase Plan & Software Development Plan	Low-precision guess for elaboration phase duration and effort. Tools, people, education, and other resources.
Development Case	A description of the customized UP steps and artifacts for this project. In the UP, one always customizes it for the project.

Artifacts are only partly finished in inception!!

[Larman, 2005] Table 4.1

What requirements to focus on?

Inception

10% - 20% of the Architectural significant, Risky and High Business-value requirements

Inception vs. SCRUM

Often a time boxed discipline where we get a better understanding of the problem domain and the problem at hand

Typically done before any SCRUM sprints are started

Elaboration

We must be able to answer these questions after the elaboration phase

- Have the vision been refined to our new knowledge?
- Is the iteratively build core architecture good for the rest of the system?
- Are the main part of the requirements identified?
- Is it possible to create a more realistic estimate for the project?

This is the phase where the core architecture of the system is established, and high risk issues are mitigated!

After the elaboration phase there is typical a milestone where it is decided if the project should be stopped or continued

Elaboration Artifacts

Artifact	Comment
Domain Model	This is a visualization of the domain concepts; it is similar to a static information model of the domain entities.
Design Model	This is the set of diagrams that describes the logical design. This includes software class diagrams, object interaction diagrams, package diagrams, and so forth.
Software Architecture Document	A learning aid that summarizes the key architectural issues and their resolution in the design. It is a summary of the outstanding design ideas and their motivation in the system.
Data Model	This includes the database schemas, and the mapping strategies between object and non-object representations.
Use-Case Storyboards, UI Prototypes	A description of the user interface, paths of navigation, usability models, and so forth.

[Larman, 2005] Table 8.1

Unified Process for Education

<http://upedu.org/>

The screenshot shows the UPEDU website interface. On the left is a navigation menu with links: Home, Overview (selected), Lifecycle, Concepts, Guidelines, The Case Study, Disciplines, Role Set, Artifact Sets, Software Development Templates, Process Modeler, Readings, and Tools. The main content area is titled 'Unified Process for EDUcation: Overview' and includes links to 'Introduction' and 'Manual References'. Below this is a section titled 'Introduction' with an upward arrow icon. To the right of the text is a diagram titled 'Phases' showing the process flow across four phases: Inception, Elaboration, Construction, and Transition. The diagram uses colored areas to represent the duration of various disciplines: Requirements (red), Analysis & Design (orange), Implementation (yellow), Test (green), Configuration & Change Management (teal), and Project Management (dark blue). The x-axis is labeled 'Iterations' and includes boxes for Initial, E1, E2, C1, C2, C3, T1, and T2. Below the diagram is a caption: 'Click on any region on the picture to get more information'. At the bottom of the page, a text block states: 'UPEDU is a software engineering process. It provides a disciplined approach to assigning tasks and responsibilities within a development'.

SEP 2

The SEP2 project will be assessed significantly different from the SEP1 project

In SEP2 it is very important that the skills of SWE1, DBS1 and SDJ2 clearly emerge in the delivered

Emphasis will be placed on a clear connection between the requirements, analysis, design, implementation and test-activities

Everything must be documents with relevant UML diagrams and associated descriptions

A working implementation **is not enough** to pass SEP2

SEP 2 Project Report

You are using an agile process for your Semester Project, but remember to:

- write your **Project Report** according to the Waterfall-sequence

The Process Report will tell about the agile process