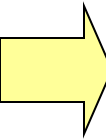




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Overall Project Process and Plan for All Projects

Topics covered

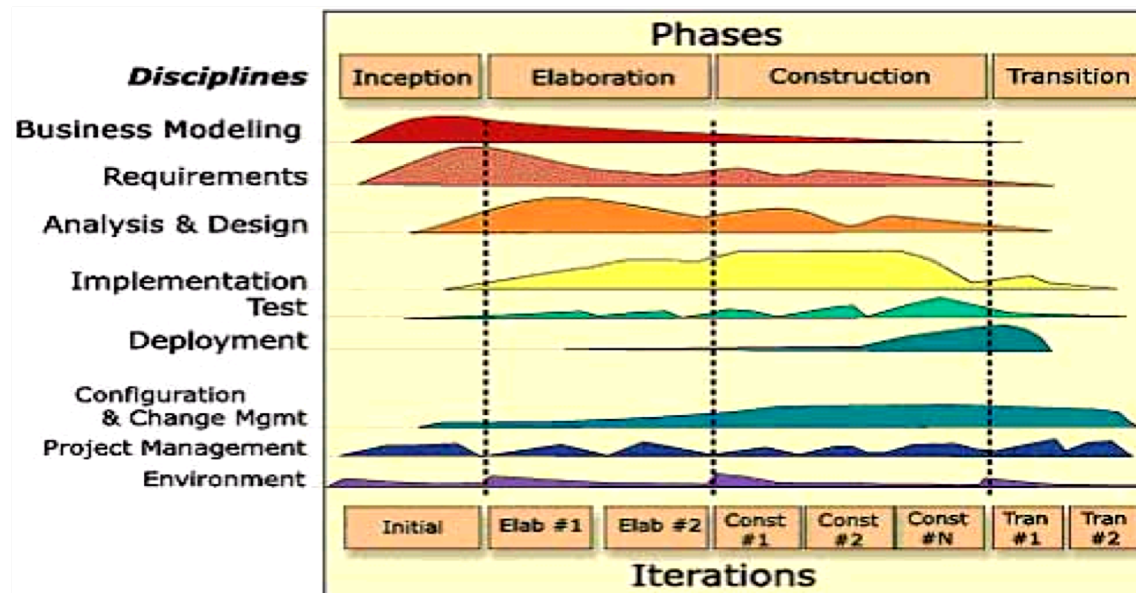
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- Software process applied to class projects
 - Planning for your project
 - Q&A

Process Applied

- Projects follow some elements of RUP (not fully following)
 - Core workflows
 - Requirements
 - Project managements
 - Analysis and design
 - Implementation
 - Testing
 - Artefacts/work products
 - Project development plan
 - Vision document
 - Use case model and description
 - Software architecture document
 - Test plan and test cases

RUP

- Activities are grouped into workflows
- Includes four phases Inception, Elaboration, Construction, and Transition
- Each phase is divided into one or more iterations



RUP Phases

- Inception
 - ❑ Establish the business case for the system.
- Elaboration
 - ❑ Develop an understanding of the problem domain and the system architecture.
- Construction
 - ❑ System design, programming and testing.
- Transition
 - ❑ Deploy the system in its operating environment.

RUP Workflows

- Business modeling
 - The business processes are modeled using business use cases
- Requirements
 - Actors who interact with the system are identified and uses cases are developed to model the system requirements
- Analysis and Design
 - Software architecture and design are created and presented via architectural models, component models, object models, etc.
- Implementation
 - Software components are implemented

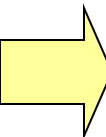
RUP Workflows (cont'd)

- Testing
 - Includes testing activities performed to verify and validate the product against the requirements
- Deployment
 - Activities to release and deploy the product and help users to use the product successfully
- Configuration and Change Management (SCM)
 - Manages changes to the software product
- Project Management
 - Manages software development
- Environment
 - Prepares and ensures software tools, processes, and hardware for the development team

Weekly Scrum

- Teams need to practice weekly scrum
- Three questions need to be answered in the practice session
 - What have been done since last week?
 - What issues the team is facing?
 - What will be accomplished by the next scrum?

Topics covered

- 
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Project Timeline

- One iteration or sprint = 2 weeks
- Inception
 - Week 1, 2 (26/10 - 8/11)
 - Project plan, vision document, weekly report
- Elaboration
 - Week 3 – 6 (two sprints)
 - Revised project plan
 - Revised vision document
 - Use case document with a revised use case model
 - Design document (including UI prototypes, architecture document)
 - Test plan
 - Weekly reports

Project Timeline (cont'd)

■ Construction

- ❑ 3 sprints (6 weeks)
- ❑ Week 7 – 12
 - Revised artifacts submitted in Elaboration
 - Test cases
 - Source code
 - Test report
 - Defects
 - Weekly reports
- ❑ Final review – week 12 (likely after the final exam)
 - Presentation + Demo
- ❑ Final submission

Roles and Responsibilities

- Each role will be responsible by one main person and one backup
- Team lead/project manager
 - Responsibilities
 - Write project plan (including assign tasks)
 - Monitor and report status (weekly report)
 - Coordinate meetings
 - Contact point for the project
- Business analyst
 - Responsibilities
 - Document requirements (interview customers, etc.)
 - Communicate with team members about the requirements
 - Coordinate to review requirements

Roles and Responsibilities (cont'd)

■ Designer

□ Responsibilities

- Design the system (components, classes, databases, etc.)
- Design user interface
- Create Software Architecture Document

■ Implementer

□ Responsibilities

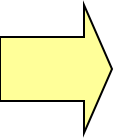
- Write source code
 - Perform unit test
 - Review source code
- Require 3 people for this role

Roles and Responsibilities (cont'd)

- Tester
 - Responsibilities
 - Write test plan and test cases
 - Perform system test
- Summary
 - Roles
 - Team Lead/Project manager
 - Business Analyst
 - Designer
 - Implementer
 - Tester
 - Tasks performed by all roles
 - Attend meetings
 - Review requirements
 - Present status review

Topics covered

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Question?