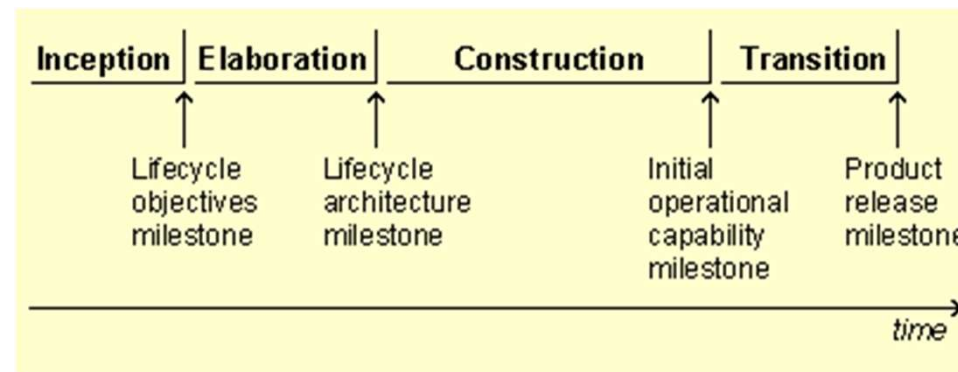# Project inception and elaboration phases

Projeto em Engenharia Informática – Mestrado Integrado em Computadores e Telemática, Departamento de Eletrónica, Telecomunicações e Informática, Universidade de Aveiro

(2021)

Phases and milestones of a project (OpenUP)

source:

2

inception phase

Inception is about understanding the project scope and objectives

*Understand what to build. Determine an overall vision, including the **scope of the system and its boundaries**. **Identify** the stakeholders: **who is interested in this system** and what are their success criteria?*

Identify key system functionality. Decide which requirements are most critical.

Determine at least one possible solution. Assess whether the vision is technically feasible. This may involve identifying a candidate high-level architecture or doing technical prototypes, or both.

Understand the high-level estimate for cost, schedule, and risks associated with the project.

source:

https://www.ida.liu.se/~TDDC88/openup/practice.mgmt.risk_value_lifecycle.base/guidances/concepts/inception_phase_C4456871.html

3

elaboration phase

The purpose is to establish the baseline of the architecture of the system and provide a stable basis for the bulk of the development effort in the next phase.

Get a more detailed understanding of the requirements.

Design, implement, validate, and establish the baseline for the architecture. **Design, implement, and test a skeleton structure of the system.**

Mitigate essential risks, and produce accurate schedule and cost estimates.

source:

4

Elaboration phase: requirements elicitation

Describe the requirements of system users, customers and other stakeholders

1. Requirements gathering

   Sources of information including interviews, questionnaires, user observation, workshops, brainstorming, etc.

2. Functional requirements

   What the system is supposed to accomplish, for example: business Rules, administrative functions, authentication and authorization levels, reporting, historical data, or Regulatory Requirements.

3. Context and State of The Art (SOA)

   How the system is expected to be used and what has been done in this context

Elaboration phase: requirements elicitation

4. Actors

    Describe the target users in your system.

5. Use cases

    Describe the interaction between users and the system to achieve specific goals. Tip: organize the use cases by packages.

    http://agilemodeling.com/artifacts/useCaseDiagram.htm

6. Non-functional requirements

    Describe how the system works (while functional requirements describe what the system should do), for example: performance (e.g., response time, capacity , availability , recoverability, maintainability , security , data integrity , usability, or interoperability.

  do not forget assumptions and dependencies.

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Elaboration phase: system architecture

Deployment diagram

Describe the hardware the software installed on that hardware and the middleware used to connect machines.

Include the technologies used in the system.

http://www.agilemodeling.com/artifacts/deploymentDiagram.htm

[Domain model]

A diagram capturing the main entities and relationships between them may also help in some systems.

http://agiledata.org/essays/agileDataModeling.html#InitialDomainModel

[User interaction]

Design mock-ups as soon as possible.

recommended to do list → milestone 2

Present a more detailed State-of-Art

Requirements elicitation

Define goals

State of the art (improved: related work + technologies)

Collect information: documents, interviews

Functional and non-functional requirements

Actors, uses cases and other

System Architecture

Skeleton structure of the system

Design mock-ups as soon as possible

>> remember: Be proactive <<

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Milestone 2

Elaboration phase completed !

Prepare a 12-15 minutes presentation: details on elaboration phase results are mandatory.

Due date:
  . Teams (1,3,4,7,8,10,11): April 14, 2021
  . Teams (2,5,6,9,12,13): April 21, 2021

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Aviso - Seminário

Vai decorrer hoje, 4ª feira pelas 16h, um seminário no âmbito de disciplina de Projeto em Informática um seminário com a seguinte temática:

Design de Interfaces, centrado no utilizador

Palestrante, Prof. Mário Vairinhos (DECA)

Link:

https://videoconf-colibri.zoom.us/j/81064371476?pwd=Rm04UjdPK0dQTktwdzZzd1I1NlBzZz09