산출물 정의서

팀명

작성자

관리번호 : Z01

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I . 개요

1. 목적

소프트웨어 프로젝트를 진행하면서 프로세스를 거침에 따라 각각의 과정에서 수 많은 문서들이 작성된다. 이러한 문서들은 소프트웨어 개발 프로세스 및 관리의 매체로서 프로젝트 내 이해관계자 간의 의사소통을 위해 작성되며 소프트웨어 개발 및 유지보수에서 사용되는 모든 사항들을 정의해야한다.

프로젝트가 진행되면서 각 산출물들은 수정, 삭제, 보완이 이루어지기 때문에 버전에 따라 작성 내용이 다르므로 생성되는 산출물을 정의하여 문서들의 버전 관리 시 유용할 수 있도록 작성한다.

1. 범위

프로젝트의 분석 단계부터 시험 단계까지 생성되는 문서들을 정의한다.

또한 회의록 및 해당 문서인 산출물 정의서도 마찬가지로 정의된다.

• 개발 방법 및 소프트웨어 생명주기에 따라 산출물이 지속적으로 진화 및 변화 되는 바 단계별 최종 형태의 산출물을 대상으로 함.

• 개발과정에서 임시적으로 작성하는 산출물은 대상에서 제외함.

• 산출물 작성도구 및 기준은 Microsoft Word를 따름.

• 모든 산출물은 docx 파일 및 PDF 파일 두가지 형태로 나누어 저장함.

1. 특징

• 총 21개의 필수산출물을 도출함. 단, 프로젝트 특성에 따라 관련 업무 추가 시에 발생하는 산출물이 추후 추가될 수 있음.

• 산출물 간의 체계를 정립하고 산출물 및 산출물 내 항목의 연관성을 정립하여 산출물의 일관성 및 완전성 확보를 목적으로 함.

• 산출물은 양식별로 다음과 같은 구조를 가짐

산출물 양식 -> 작성 목적 -> 작성 내용 정의 -> 항목 설명

II. 산출물 체계

1. 산출물 목록

|  |  |  |
| --- | --- | --- |
| 단계 | 관리 코드 | 산출물 |
| 분석 | SRS | 요구사항 정의서 |
| UC | 유즈케이스 명세서 |
| RTM | 요구사항 추적표 |
| SCMP | 형상관리 계획서 |
| DS | 개발표준 정의서 |
| SQA | 품질관리 계획서 |
| SRA | 위험관리 계획서 |
| 설계 | C | 클래스 설계서 |
| IF | UI/인터페이스 설계서 |
| AR | 아키텍처 설계서 |
| DB | 데이터 베이스 설계서 |
| UTS | 단위 테스트 시나리오 |
| ITS | 통합 테스트 시나리오 |
| 구현 | SC | 프로그램 소스코드 |
| 테스트 | TS | 검사 시험 기준서 |
| TR | 테스트 결과서 |
| ERE | 결함/오류 보고서 |
| EC | 오류 코드 정의서 |
| UM | 사용자 메뉴얼 |
| 기타 | A | 회의록 |
| Z | 산출물 정의서 |

2. 산출물 관리번호 부여 기본방법

산출물 관리번호의 기본적인 부여 방법은 다음과 같이 제시한다.

관리 코드 + ”\_(UnderBar)”+ 순서 번호

【 산출물 관리번호 부여 사례 】

관리 코드 : 요구사항 정의서 – SRS , 단위 테스트 시나리오 – UTS

순서 번호 : 2번 째 – 02 , 8번 째 – 08

인 경우 산출물 관리번호는 다음과 같이 부여될 수 있다.



2번 째(Ver. X.2.X) 요구사항 정의서 : SRS\_02

8번 째(Ver. X.8.X) 단위 테스트 시나리오 : UTS\_08

로고 정해야함