SOEN 6841

Introduction

Project -

- Innovation
- Delivery
- Temporary
- Unique
- Resource - Constrained - time, budget, specification

⇒ Project must align → Strategic objectives, delivering value

⇒ Test Strategy is not a work product
↓
from supplier to acquirer

Work products

those that will be baselined

that will form software project deliverable

Baseline
Software project plan

Not Baseline
meeting minutes

Software Project Deliverable
Software Architecture description

Not SPD
User Survey, questionnaire, stakeholder mind map
UML Class diagram

Milestones -
Acquirer sign off
Conclusion of Integrating Testing
Completion of chapter of user manual

good - problem - solution ⇒ Patterns

bad - problem - solution ⇒ Anti Patterns

Rigid soft dev: Equilibrium Triangle = Iron Triangle

Agile soft dev: Equilibrium Δ = Elastic Δ

★ Agile SPM Model	Principles of Agile PM
(1) Envision	• Minimum Critical Specification
(2) Speculate	• Autonomous Teams
(3) Explore	• Redundancy
(4) Adapt	• Feedback & Learning
(5) Close	• Technical Excellence

★ SPM Maturity

(1) Motivation (2) Strategic Competency (2) Initiatives

★ SPM Immaturity

(0) Negligent (1) Obstructive (2) Contemptous

(3) Undermining

Software Project Assessment.

⇒ Rationalizing a new Software Project
- Technical Feasibility
- Economical "
- Legal "
- Operational "
- Schedule "

★ Laws of feasibility
- Law of Positives & Negative forces
- Dependencies
- The law of points of Vulnerability
- Law on the forces of Production
- Law of Conflict
- Law of forces of Production
- Law on Conflict
- Law of Complexity

★ Cost of SP failures
- Loss of Capital
- Loss of Market
- Loss of Reputation
- Loss of Goodwill
- " " Professional Career

★ Amplification of Reasons for SPF.
(1) Necessary / Sufficient (2) Internal / External
(3) Preventable / Inevitable