# **Project Lifecycle**

Bizagi Modeler

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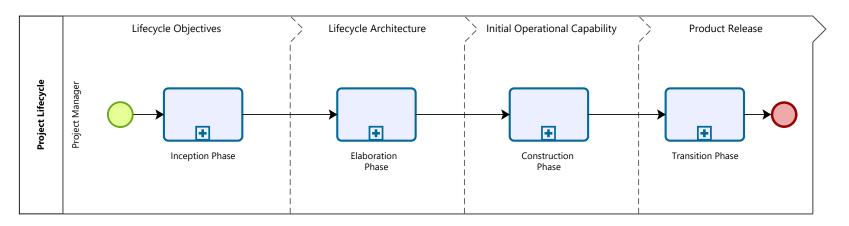
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# 1 1. PROJECT LIFECYCLE





### Descripción

This delivery process defines an end-to-end software development lifecycle that supports the core principles of OpenUP. It is designed to support small, co-located teams in their daily activities.

Versión:

1.0

Autor:

ehu

### 1.1PROJECT LIFECYCLE

### Descripción

This delivery process defines an end-to-end software development lifecycle that supports the core principles of OpenUP. It is designed to support small, co-located teams in their daily activities.

### 1.1.1 ELEMENTOS DEL PROCESO

1.1.1.1 • Inception Phase

### Descripción

This is the first phase of the process, where stakeholders and team members collaborate to determine the project scope and objectives, and determine whether or not the project should proceed.

#### **Proceso**

1.1.1.2 2.1. Inception Phase - Inception Phase Elaboration Phase

### Descripción

The second of four phases in the project lifecycle, when architecturally significant risks are addressed.

#### Proceso

1.1.1.3 3.2. Elaboration Iteration - Elaboration Iteration 

Construction Phase

### Descripción

This is the third phase of the process, which focuses on detailing requirements, designing, implementing, and testing the bulk of the software.

#### Proceso

1.1.1.4 <u>2.3. Construction Phase - Construction Phase</u> Transition Phase

### Descripción

This is the fourth phase of the process, which focuses on transitioning the software into the customer's environment and achieving stakeholder concurrence that product development is complete.

### Proceso

1.1.1.5 <u>2.4. Transition Phase - Transition Phase</u> Lifecycle Objectives

### Descripción

The end of the Inception phase is the first major project milestone, the Lifecycle Objectives Milestone.

1.1.1.6 Lifecycle Architecture

### Descripción

At the end of the Elaboration phase is the second important project milestone, the Lifecycle Architecture Milestone.

1.1.1.7 Initial Operational Capability

### Descripción

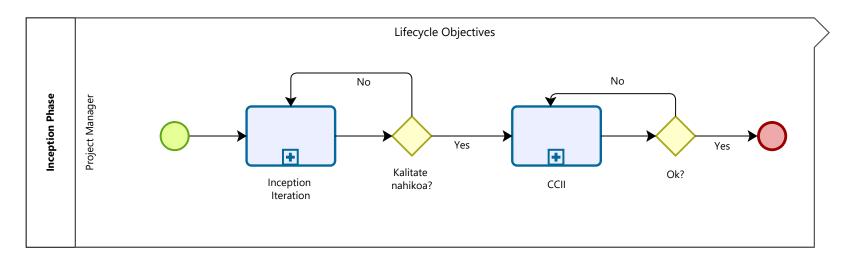
The end of the Construction phase is the third important project milestone, the Initial Operational Capability Milestone.

1.1.1.8 Product Release

### Descripción

The end of the Transition phase is the fourth important project milestone, the Product Release Milestone, which is the result of the customer reviewing and accepting the project deliverables.

# 2 2.1. INCEPTION PHASE





### Descripción

This is the first phase of the process, where stakeholders and team members collaborate to determine the project scope and objectives, and determine whether or not the project should proceed.

Versión:

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Autor:

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### 2.1 INCEPTION PHASE

### Descripción

This is the first phase of the process, where stakeholders and team members collaborate to determine the project scope and objectives, and determine whether or not the project should proceed.

### 2.1.1 ELEMENTOS DEL PROCESO

2.1.1.1 • Inception Iteration

#### Descripción

This iteration template defines the activities (and associated roles and work products) performed in a typical iteration in the Inception phase.

#### Proceso

2.1.1.2 3.1. Inception Iteration - Inception Iteration Kalitate nahikoa?

### Descripción

Stakeholder concurrence on

- 1. Scope definition
- 2. Initial cost and schedule estimates
- 3. Definitions and priorities for an initial set of requirements
- 4. Risks identified and mitigation strategies proposed

**Flujos** 

Yes

No

2.1.1.3 **©**CCII

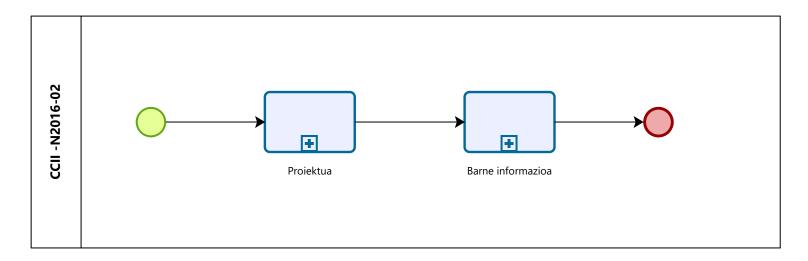
Proceso

# 2.1.1.4 2.1.2. Inception CCII - CCII -N2016-02 Lifecycle Objectives

### Descripción

The end of the Inception phase is the first major project milestone, the Lifecycle Objectives Milestone.

# 3 2.1.2. INCEPTION CCII





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Autor:

34618

3.1 CCII - N 2 0 1 6 - 0 2

### 3.1.1 ELEMENTOS DEL PROCESO

3.1.1.1 Projektua

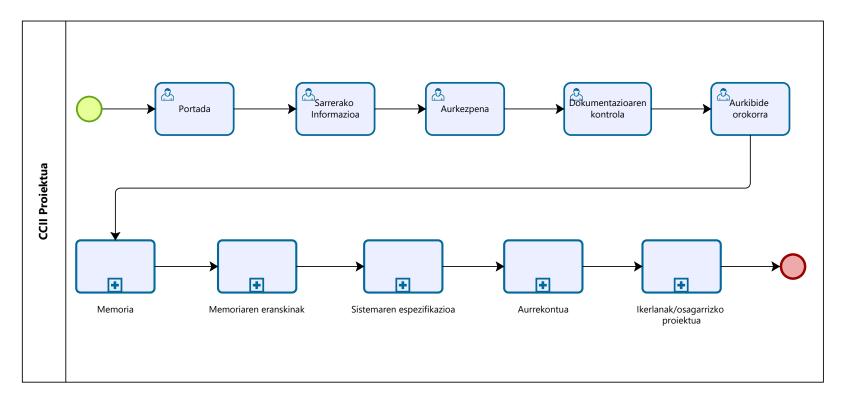
### Proceso

3.1.1.2 <u>Proiektua - CCII Proiektua Barne informazioa</u>

### Proceso

2.1.2.2. Inception CCII Barne informazioa - CCII Barne informazioa

# 4 PROIEKTUA





1.0

Autor:

34618

### 4.1 CCII PROIEKTUA

### 4.1.1 ELEMENTOS DEL PROCESO

### Proceso

Memoria - Memoria

### Proceso

Memoriaren Eranskinak - Memoriaren Eranskinak

### Proceso

Sistemaren Espezifikaioa - Sistemaren Espezifikaioa

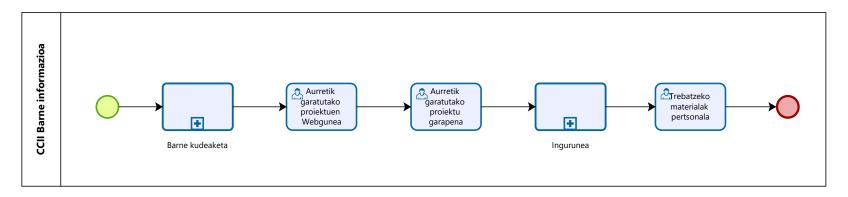
#### Proceso

Aurrekontua - Aurrekontua

### Proceso

Ikerlanakosagarrizko proiektuak - Ikerlanak/osagarrizko proiektuak

# 5 2.1.2.2. INCEPTION CCII BARNE INFORMAZIOA





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Autor:

34618

### 5.1 CCII BARNE INFORMAZIOA

### 5.1.1 ELEMENTOS DEL PROCESO

5.1.1.1 Barne kudeaketa

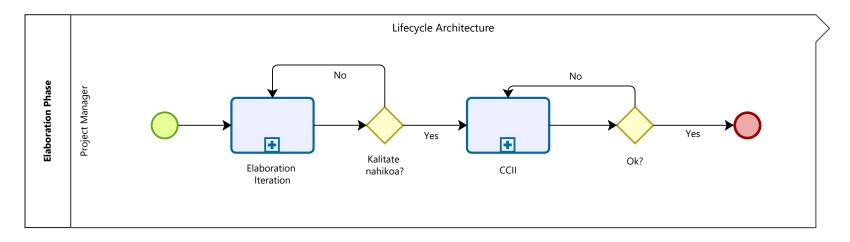
### Proceso

Barne Kudeaketa - Barne Kudeaketa

### Proceso

Ingurunea - Ingurunea

# 6 2.2. ELABORATION PHASE





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The second of four phases in the project lifecycle, when architecturally significant risks are addressed.

Versión:

1.0

Autor:

ehu

### 6.1 ELABORATION PHASE

### Descripción

The second of four phases in the project lifecycle, when architecturally significant risks are addressed.

### 6.1.1 ELEMENTOS DEL PROCESO

### Descripción

This iteration template defines the activities (and associated roles and work products) performed in a typical iteration in the Elaboration phase.

#### Proceso

6.1.1.2 3.2. Elaboration Iteration - Elaboration Iteration \( \text{Kalitate nahikoa} \)

#### Descripción

- 1. Vision, requirements, and Architecture are stable
- 2. Major risk elements are addressed and resolved by testing and evaluating executable prototypes
- 3. Construction iterations are planned in sufficient detail, and credibly estimated to allow the work to proceed
- 4. Stakeholders agree that the current vision can be met if plans are executed to develop a complete system on top of current architecture
- 5. Resourse expenditures versus planned expenditures are acceptable

**Flujos** 

Yes

No

6.1.1.3 **©**CCII

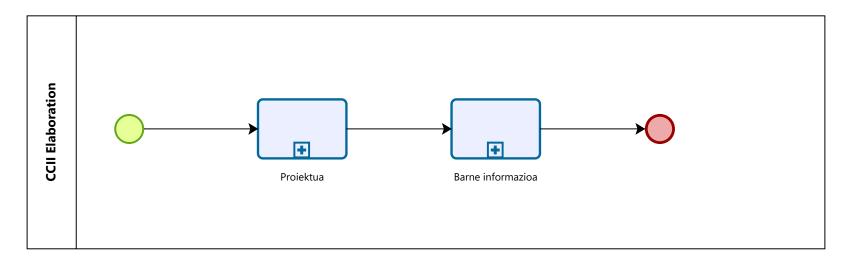
### Proceso

# 6.1.1.4 2.2.2. Elaboration CCII - CCII Elaboration Lifecycle Architecture

### Descripción

At the end of the Elaboration phase is the second important project milestone, the Lifecycle Architecture Milestone.

# 7 2.2.2. ELABORATION CCII





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Autor:

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### 7.1 CCII ELABORATION

### 7.1.1 ELEMENTOS DEL PROCESO

7.1.1.1 Proiektua

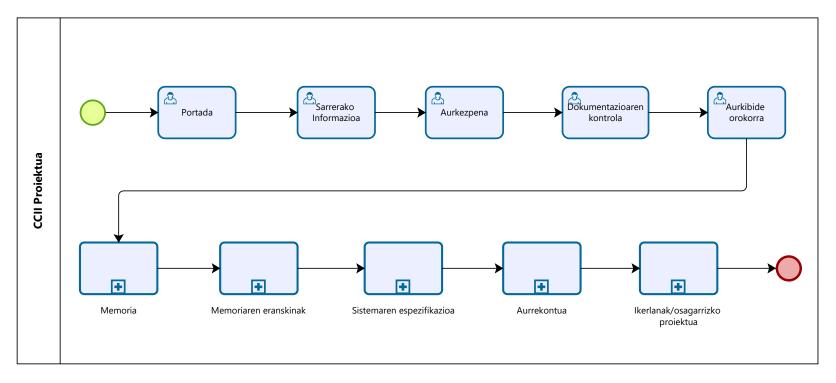
### Proceso

2.2.2.1. Elaboration CCII Proiektua - CCII Proiektua

### Proceso

2.2.2. Elaboration CCII Barne informazioa - CCII Barne informazioa

# 8 2.2.2.1. ELABORATION CCII PROIEKTUA



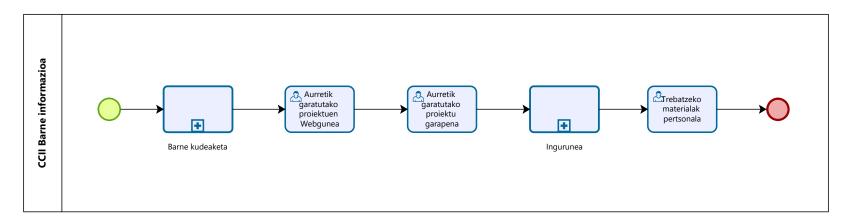


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Autor:

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## 9 2.2.2. ELABORATION CCII BARNE INFORMAZIOA



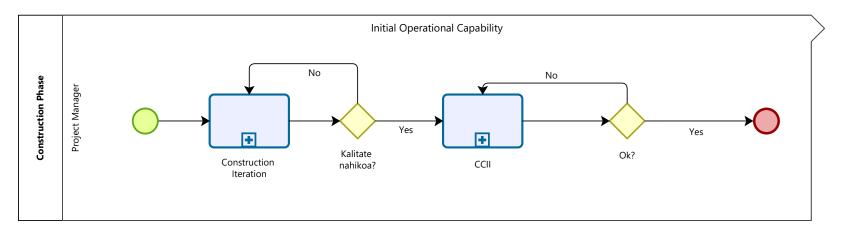


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Autor:

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## 102.3. CONSTRUCTION PHASE





## Descripción

This is the third phase of the process, which focuses on detailing requirements, designing, implementing, and testing the bulk of the software.

Versión:

1.0

Autor:

ehu

## 10.1 CONSTRUCTION PHASE

## Descripción

This is the third phase of the process, which focuses on detailing requirements, designing, implementing, and testing the bulk of the software.

## 10.1.1 ELEMENTOS DEL PROCESO

10.1.1.1 ©Construction Iteration

#### Descripción

This iteration template defines the activities (and associated roles and work products) performed in a typical iteration in the Construction phase.

#### **Proceso**

10.1.1.2 3.3. Construction Iteration - Construction Iteration Kalitate nahikoa?

## Descripción

- 1. The product release is stable and mature enough to be deployed in the user community
- 2. The beta product is ready to be handed over to the users
- 3. All functionality has been developed, and all alpha testing (if any) has been completed
- 4. In addition to the software, you have developed a user manual and a description of the current release
- 5. Actual resource expenditures compared to planned expenditures are acceptable

**Flujos** 

Yes

No

10.1.1.3 **©**CCII

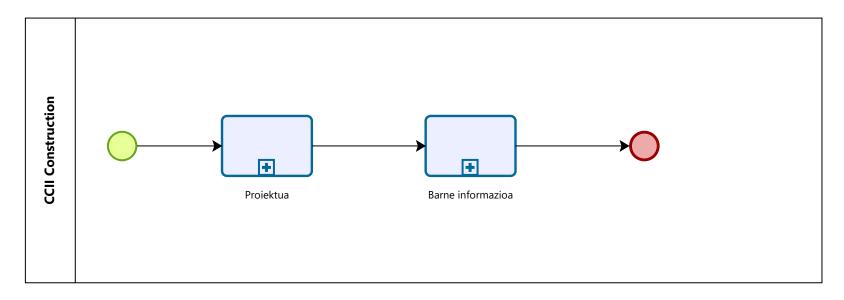
## Proceso

## 10.1.1.4 2.3.2. Construction CCII - CCII Construction Initial Operational Capability

## Descripción

The end of the Construction phase is the third important project milestone, the Initial Operational Capability Milestone.

# 11 2.3.2. CONSTRUCTION CCII





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34618

## 11.1 CCII CONSTRUCTION

11.1.1 ELEMENTOS DEL PROCESO

11.1.1.1 Proiektua

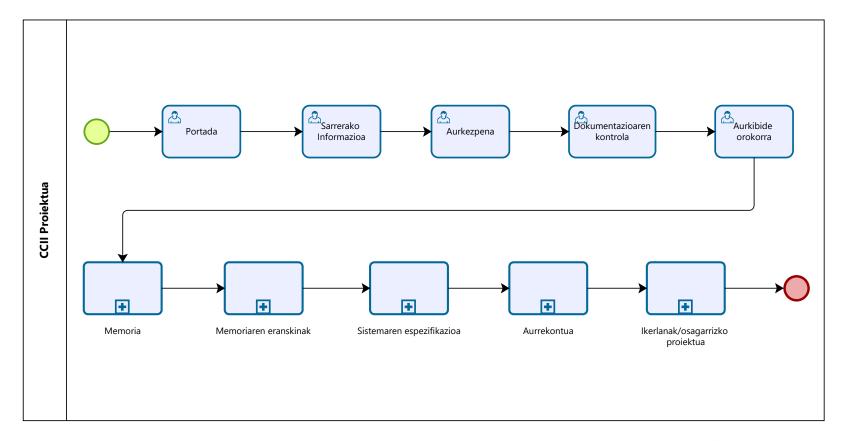
## Proceso

2.3.2.1. Construction CCII Proiektua - CCII Proiektua

## Proceso

2.3.2.2. Construction CCII Barne informazioa - CCII Barne informazioa

## 122.3.2.1. CONSTRUCTION CCII PROIEKTUA



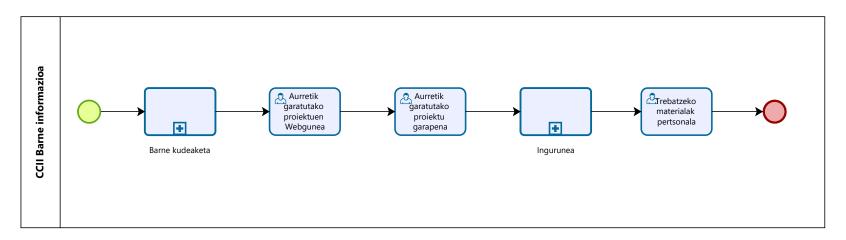


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Autor:

34618

## 13 2.3.2.2. CONSTRUCTION CCII BARNE INFORMAZIOA



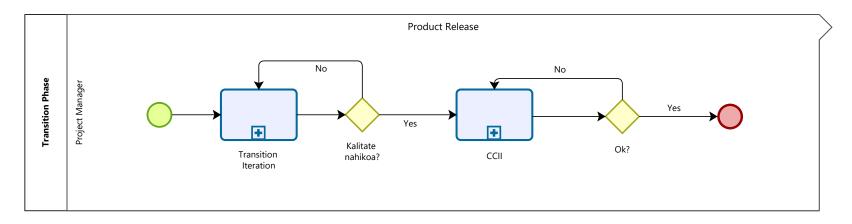


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Autor:

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## 142.4. TRANSITION PHASE





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This is the fourth phase of the process, which focuses on transitioning the software into the customer's environment and achieving stakeholder concurrence that product development is complete.

Versión:

1.0

Autor:

ehu

## 14.1 TRANSITION PHASE

## Descripción

This is the fourth phase of the process, which focuses on transitioning the software into the customer's environment and achieving stakeholder concurrence that product development is complete.

## 14.1.1 ELEMENTOS DEL PROCESO

#### Descripción

This iteration template defines the activities (and associated roles and work products) performed in a typical iteration in the Transition phase.

#### Proceso

14.1.1.2 3.4. Transition Iteration - Transition Iteration Kalitate nahikoa?

## Descripción

- 1. User satisfaction and product acceptance
- 2. Stakeholder concurrence on acceptable resource expenditures, compared to planned expenditures
- 3. Product is in production; therefore, you may start a new development cycle for enhancements or maintenance

**Flujos** 

Yes

No

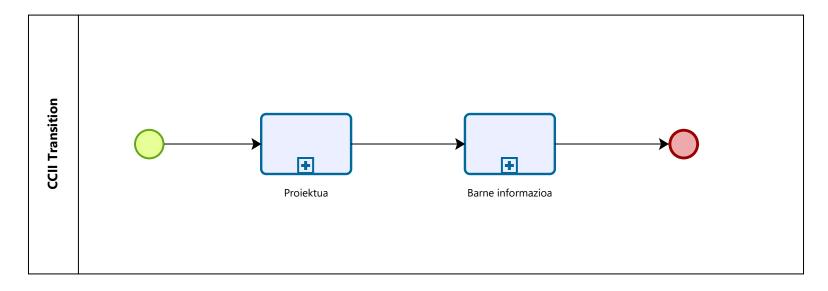
## Proceso

14.1.1.4 2.4.2. Transition CCII - CCII Transition Product Release

## Descripción

The end of the Transition phase is the fourth important project milestone, the Product Release Milestone, which is the result of the customer reviewing and accepting the project deliverables.

# 152.4.2. TRANSITION CCII





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Autor:

34618

## 15.1 CCII TRANSITION

15.1.1 ELEMENTOS DEL PROCESO

15.1.1.1 Proiektua

## Proceso

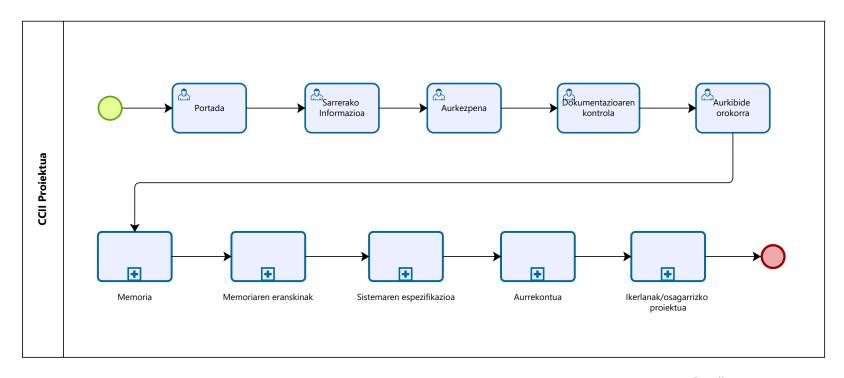
2.4.2.1. Transition CCII Proiektua - CCII Proiektua

15.1.1.2 Barne informazioa

## Proceso

2.4.2.2. Inception CCII Barne informazioa - CCII Barne informazioa

## 162.4.2.1. TRANSITION CCII PROIEKTUA



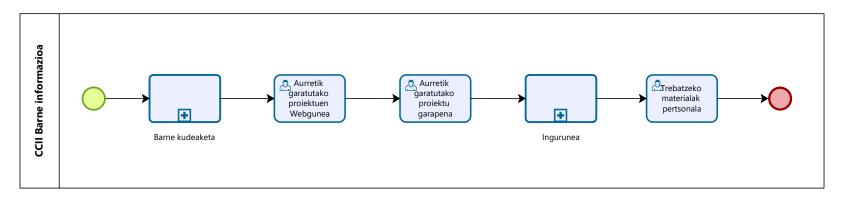


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## 172.4.2.2. INCEPTION CCII BARNE INFORMAZIOA



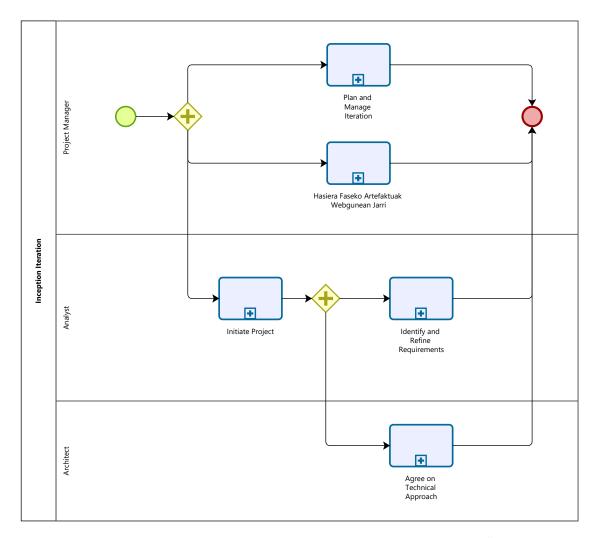


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Autor:

34618

# 183.1. INCEPTION ITERATION





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This iteration template defines the activities (and associated roles and work products) performed in a typical iteration in the Inception phase.

Versión:

1.0

Autor:

ehu

## 18.1 INCEPTION ITERATION

## Descripción

This iteration template defines the activities (and associated roles and work products) performed in a typical iteration in the Inception phase.

## 18.1.1 ELEMENTOS DEL PROCESO

#### Descripción

Kick off the project and gain agreement with the stakeholders on the scope of the project, and an initial plan for achieving it. This activity bundles tasks required to define the vision and create a project plan.

#### **Proceso**

18.1.1.2 4. Initiate Project - Initiate Project Didentify and Refine Requirements

## Descripción

Detail a set of requirements (one or more use cases, scenarios or supporting requirements).

#### Proceso

18.1.1.3 <u>4. Identify and Refine Requirements - Identify and Refine Requirements — Agree on Technical Approach</u>

#### Descripción

Reach agreement on a viable technical approach to developing the solution.

#### Proceso

18.1.1.4 <u>4. Agree on Technical Approach - Agree on Technical Approach</u> Plan and Manage Iteration

## Descripción

Initiate the iteration and allow team members to sign up for development tasks. Monitor and communicate project status to external stakeholders. Identify and handle exceptions and problems.

## **Ejecutantes**

Project Manager

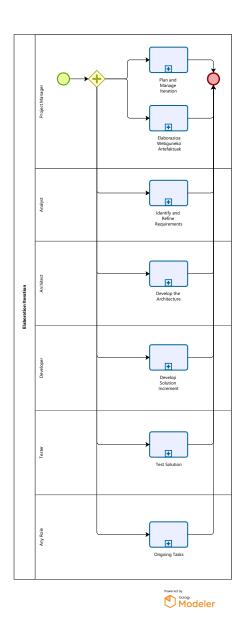
## Proceso

18.1.1.5 <u>4. Plan and Manage Iteration - Plan and Manage Iteration — Hasiera Faseko Artefaktuak Webgunean Jarri</u>

## Proceso

4. Hasiera Webguneko Artefaktuak - Hasiera Webguneko Artefaktuak

# 193.2. ELABORATION ITERATION



## Descripción

This iteration template defines the activities (and associated roles and work products) performed in a typical iteration in the Elaboration phase.

Versión:

1.0

Autor:

ehu

## 19.1 ELABORATION ITERATION

## Descripción

This iteration template defines the activities (and associated roles and work products) performed in a typical iteration in the Elaboration phase.

## 19.1.1 ELEMENTOS DEL PROCESO

## Descripción

Detail a set of requirements (one or more use cases, scenarios or supporting requirements).

#### Proceso

19.1.1.2 <u>4. Identify and Refine Requirements - Identify and Refine Requirements - Develop the Architecture</u>

## Descripción

Develop the architecturally significant requirements prioritzed for this iteration.

#### **Proceso**

19.1.1.3 <u>4. Develop the Architecture - Develop the Architecture Develop Solution Increment</u>

## Descripción

Design, implement, test, and integrate the solution for a requirement within a given context.

#### **Proceso**

19.1.1.4 <u>4. Develop Solution Increment - Develop Solution Increment © Test Solution</u>

#### Descripción

From a system perspective, test and evaluate the developed requirements.

#### **Proceso**

## 19.1.1.5 4. Test Solution - Test Solution Plan and Manage Iteration

## Descripción

Initiate the iteration and allow team members to sign up for development tasks. Monitor and communicate project status to external stakeholders. Identify and handle exceptions and problems.

## **Proceso**

19.1.1.6 4. Plan and Manage Iteration - Plan and Manage Iteration Ongoing Tasks

## Descripción

Perform ongoing tasks that are not necessarily part of the project schedule.

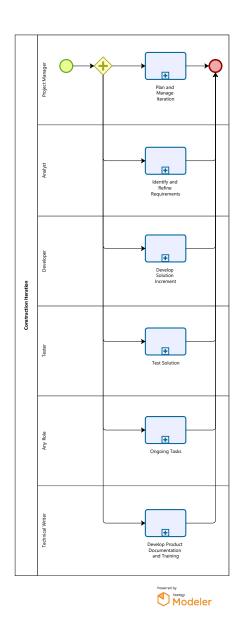
#### Proceso

19.1.1.7 <u>4. Ongoing Tasks - Ongoing Tasks ©</u> Elaborazioa Webguneko Artefaktuak

## Proceso

4. Elaborazioa Webguneko Artefaktuak - Elaborazioa Webguneko Artefaktuak

# 20 3.3. CONSTRUCTION ITERATION



#### Descripción

This iteration template defines the activities (and associated roles and work products) performed in a typical iteration in the Construction phase.

Versión:

1.0

Autor:

ehu

## 20.1 CONSTRUCTION ITERATION

## Descripción

This iteration template defines the activities (and associated roles and work products) performed in a typical iteration in the Construction phase.

## 20.1.1 ELEMENTOS DEL PROCESO

## Descripción

Detail a set of requirements (one or more use cases, scenarios or supporting requirements).

#### Proceso

20.1.1.2 <u>4. Identify and Refine Requirements - Identify and Refine Requirements Develop Solution Increment</u>

## Descripción

Design, implement, test, and integrate the solution for a requirement within a given context.

#### **Proceso**

20.1.1.3 4. Develop Solution Increment - Develop Solution Increment Test Solution

## Descripción

From a system perspective, test and evaluate the developed requirements.

#### **Proceso**

20.1.1.4 4. Test Solution - Test Solution Plan and Manage Iteration

## Descripción

Initiate the iteration and allow team members to sign up for development tasks. Monitor and communicate project status to external stakeholders. Identify and handle exceptions and problems.

## Proceso

20.1.1.5 <u>4. Plan and Manage Iteration - Plan and Manage Iteration</u> Ongoing Tasks

## Descripción

Perform ongoing tasks that are not necessarily part of the project schedule.

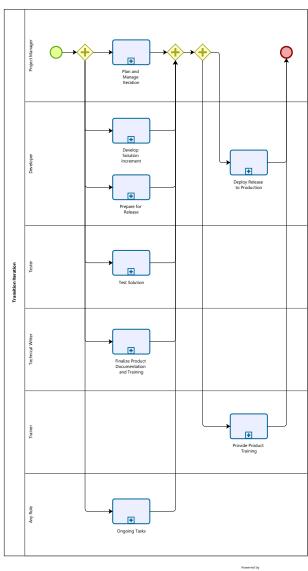
## Proceso

20.1.1.6 <u>4. Ongoing Tasks - Ongoing Tasks</u> Develop Product Documentation and Training

## Descripción

This activity prepares product documentation and training materials

# 213.4. TRANSITION ITERATION



## Descripción

This iteration template defines the activities (and associated roles and work products) performed in a typical iteration in the Transition phase.

Versión:

1.0

Autor:

ehu

## 21.1 TRANSITION ITERATION

## Descripción

This iteration template defines the activities (and associated roles and work products) performed in a typical iteration in the Transition phase.

## 21.1.1 ELEMENTOS DEL PROCESO

21.1.1.1 Develop Solution Increment

#### Descripción

Design, implement, test, and integrate the solution for a requirement within a given context.

#### Proceso

21.1.1.2 <u>4. Develop Solution Increment - Develop Solution Increment ®</u> Test Solution

## Descripción

From a system perspective, test and evaluate the developed requirements.

#### Proceso

21.1.1.3 <u>4. Test Solution - Test Solution</u> Plan and Manage Iteration

## Descripción

Initiate the iteration and allow team members to sign up for development tasks. Monitor and communicate project status to external stakeholders. Identify and handle exceptions and problems.

#### Proceso

21.1.1.4 <u>4. Plan and Manage Iteration - Plan and Manage Iteration</u> Ongoing Tasks

#### Descripción

Perform ongoing tasks that are not necessarily part of the project schedule.

#### **Proceso**

# 21.1.1.5 <u>4. Ongoing Tasks - Ongoing Tasks</u> Prepare for Release

## Descripción

This activity prepares a product for release.

## Descripción

This activity prepares product documentation and training materials

# Descripción

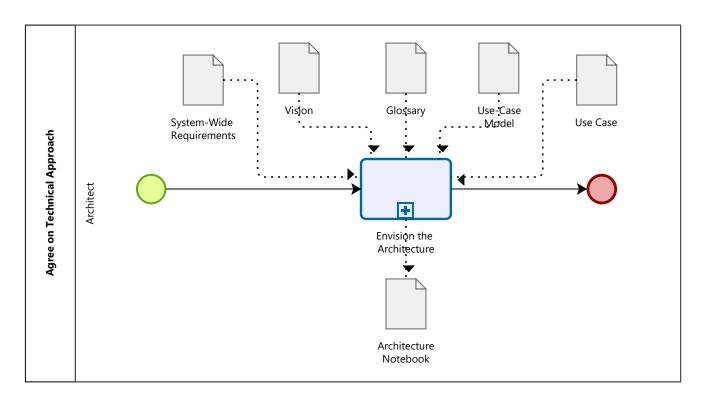
This activity results in the release of a set of integrated components into the production environment.

21.1.1.8 Provide Product Training

# Descripción

This activity provides product training.

# 4. AGREE ON TECHNICAL APPROACH





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Reach agreement on a viable technical approach to developing the solution.

Versión:

1.0

Autor:

ehu

# 22.1 AGREE ON TECHNICAL APPROACH

#### Descripción

Reach agreement on a viable technical approach to developing the solution.

# 22.1.1 ELEMENTOS DEL PROCESO

22.1.1.1 Envision the Architecture

#### Descripción

Outline the architecture through analysis of the architecturally significant requirements and identification of architectural constraints, decisions and objectives.

## **Ejecutantes**

Architect

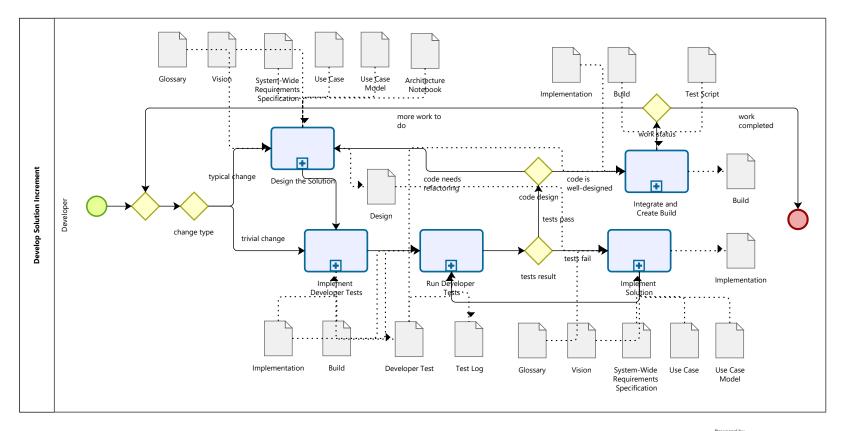
#### Proceso

22.1.1.2 <u>5. Envision the Architecture - Envision the Architecture - Architecture</u> Architect

# Descripción

This role is responsible for defining the software architecture, which includes making the key technical decisions that constrain the overall design and implementation of the project.

# 4. DEVELOP SOLUTION INCREMENT





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Design, implement, test, and integrate the solution for a requirement within a given context.

Versión:

1.0

Autor:

ehu

# 23.1 DEVELOP SOLUTION INCREMENT

#### Descripción

Design, implement, test, and integrate the solution for a requirement within a given context.

#### 23.1.1 ELEMENTOS DEL PROCESO

23.1.1.1 Design the Solution

#### Descripción

Identify the elements and devise the interactions, behavior, relations, and data necessary to realize some functionality.

Render the design visually to aid in solving the problem and communicating the solution.

#### **Ejecutantes**

Developer

#### **Proceso**

23.1.1.2 <u>5. Design the Solution - Design the Solution Implement Developer Tests</u>

#### Descripción

Implement one or more tests that enable the validation of the individual software components through execution.

#### **Ejecutantes**

Developer

#### Proceso

23.1.1.3 <u>5. Implement Developer Tests - Implement Developer Tests</u> Run Developer Tests

#### Descripción

Implement one or more tests that enable the validation of the individual software components through execution.

#### **Ejecutantes**

Developer

## Proceso

23.1.1.4 <u>5. Run Developer Tests - Run Developer Tests Implement Solution</u>

#### Descripción

Implement source code to provide new functionality or fix defects.

#### **Ejecutantes**

Developer

#### **Proceso**

23.1.1.5 <u>5. Implement Solution – Implement Solution Integrate and Create Build</u>

## Descripción

This task describes how to integrate all changes made by developers into the code base and perform the minimal testing to validate the build.

## **Ejecutantes**

Developer

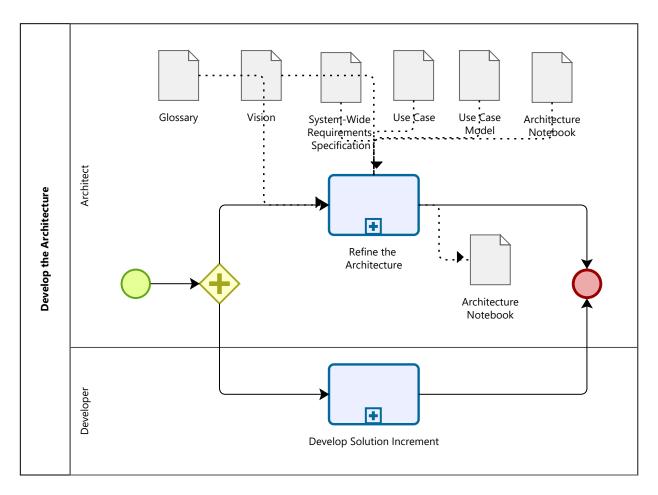
#### **Proceso**

23.1.1.6 <u>5. Integrate and Create Build - Integrate and Create Build - Developer</u>

# Descripción

This role is responsible for developing a part of the system, including designing it to fit into the architecture, possibly prototyping the user-interface, and then implementing, unit-testing, and integrating the components that are part of the solution.

# 4. DEVELOP THE ARCHITECTURE





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Develop the architecturally significant requirements prioritzed for this iteration.

Versión:

1.0

Autor:

ehu

# 24.1 DEVELOP THE ARCHITECTURE

#### Descripción

Develop the architecturally significant requirements prioritzed for this iteration.

#### 24.1.1 ELEMENTOS DEL PROCESO

24.1.1.1 Refine the Architecture

#### Descripción

Refine the architecture to an appropriate level of detail to support development.

#### **Ejecutantes**

Architect

#### **Proceso**

24.1.1.2 <u>5. Refine the Architecture - Refine the Architecture Develop Solution Increment</u>

#### Descripción

Design, implement, test, and integrate the solution for a requirement within a given context.

#### **Ejecutantes**

Developer

#### Proceso

24.1.1.3 <u>4. Develop Solution Increment - Develop Solution Increment - Architect</u>

#### Descripción

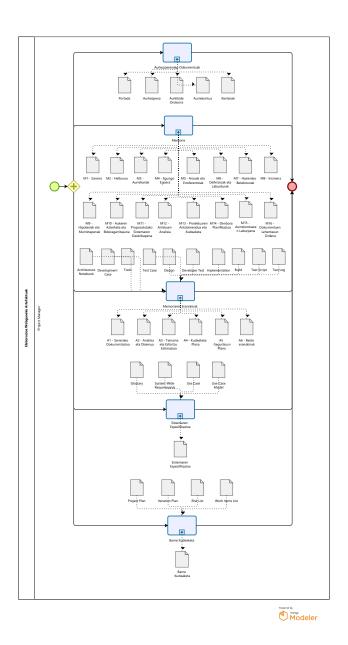
This role is responsible for defining the software architecture, which includes making the key technical decisions that constrain the overall design and implementation of the project.

24.1.1.4 Developer

## Descripción

This role is responsible for developing a part of the system, including designing it to fit into the architecture, possibly prototyping the user-interface, and then implementing, unit-testing, and integrating the components that are part of the solution.

# 4. ELABORAZIOA WEBGUNEKO ARTEFAKTUAK



Versión:	
1.0	
Autor:	
ehu	
	ELABORAZIOA WEBGUNEKO RTEFAKTUAK
25.1.1	ELEMENTOS DEL PROCESO
25.1.1.1	■Barne Kudeaketa
Ejecutantes	
Project Manag	er
Proceso	
25.1.1.2	5. Barne Kudeaketa - Barne Kudeaketa - Aurkezpenerako Dokumentuak
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Ejecutantes	
Project Manag	er
Proceso	_
25.1.1.3	5. Aurkezpenerako Dokumentuak - Aurkezpenerako Dokumentuak Memoriaren Eranskinak
Ejecutantes	
Project Manag	er
Proceso	
25.1.1.4	5. Memoriaren Eranskinak - Memoriaren Eranskinak Sistemaren Espezifikazioa
Ejecutantes	
Project Manag	er
Proceso	
25.1.1.5	5. Sistemaren Espezifikazioa - Sistemaren Espezifikazioa Memoria

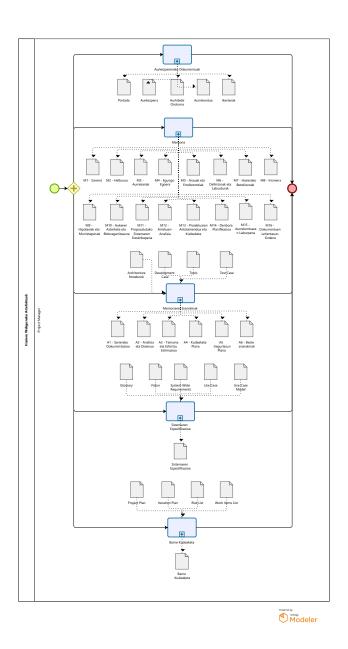
Ejecutantes

Project Manager

## Proceso

5. Memoria - Memoria

# 4. HASIERA WEBGUNEKO ARTEFAKTUAK



Versión:

1.0

Autor:
ehu

26.1 HASIERA WEBGUNEKO
ARTEFAKTUAK

## 26.1.1 ELEMENTOS DEL PROCESO

26.1.1.1 Barne Kudeaketa

## **Ejecutantes**

Project Manager

#### Proceso

26.1.1.2 <u>5. Barne Kudeaketa - Barne Kudeaketa</u>

## **Ejecutantes**

Project Manager

#### Proceso

26.1.1.3 <u>5. Aurkezpenerako Dokumentuak - Aurkezpenerako Dokumentuak</u> Memoriaren Eranskinak

## **Ejecutantes**

Project Manager

#### Proceso

26.1.1.4 <u>5. Memoriaren Eranskinak - Memoriaren Eranskinak ®</u>Sistemaren Espezifikazioa

## **Ejecutantes**

Project Manager

#### Proceso

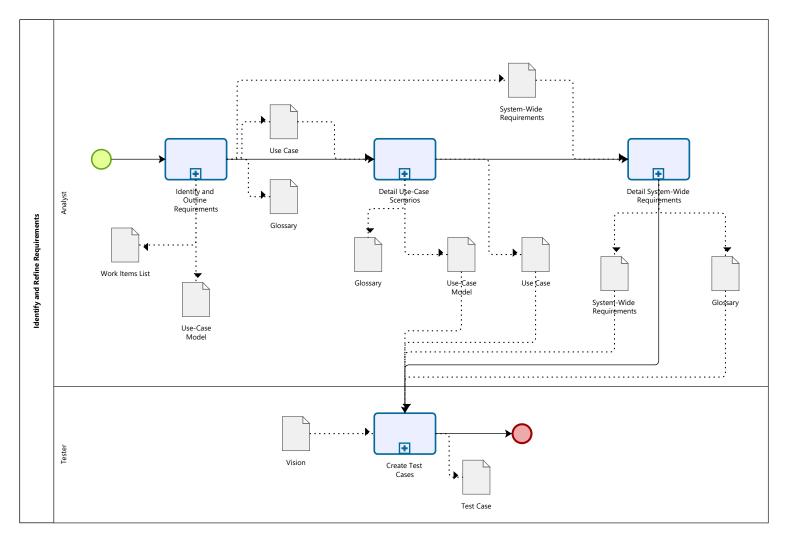
## **Ejecutantes**

Project Manager

## Proceso

5. Memoria - Memoria

# 274. IDENTIFY AND REFINE REQUIREMENTS





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Desc				

Detail a set of requirements (one or more use cases, scenarios or supporting requirements).

Versión:

1.0

Autor:

ehu

# 27.1 IDENTIFY AND REFINE REQUIREMENTS

#### Descripción

Detail a set of requirements (one or more use cases, scenarios or supporting requirements).

## 27.1.1 ELEMENTOS DEL PROCESO

#### Descripción

This task describes how to find and outline the requirements for the system so that the scope of work may be determined.

## **Ejecutantes**

Analyst

#### **Proceso**

27.1.1.2 <u>5. Identify and Outline Requirements - Identify and Outline Requirements Detail Use-Case Scenarios</u>

# Descripción

This task describes how to detail requirements for the system.

## **Ejecutantes**

Analyst

#### **Proceso**

27.1.1.3 <u>5. Detail Use-Case Scenarios - Detail Use-Case Scenarios</u> Detail System-Wide Requirements

#### Proceso

27.1.1.4 <u>5. Detail System-Wide Requirements - Detail System-Wide Requirements</u> Create Test Cases

## Descripción

Develop the test cases and test data for the requirements to be tested.

## **Ejecutantes**

Tester

#### Proceso

27.1.1.5 <u>5. Create Test Cases - Create Test Cases — Analyst</u>

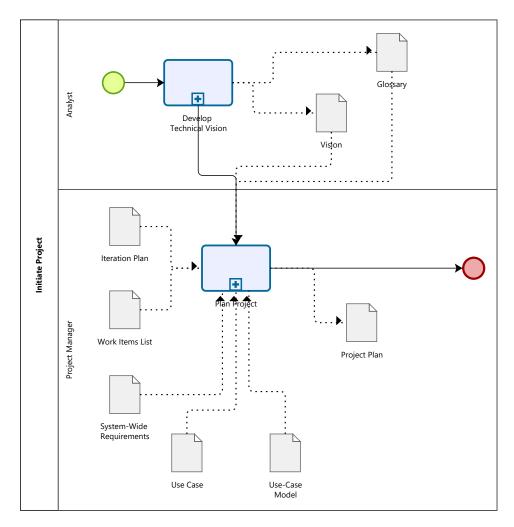
## Descripción

The person in this role represents customer and end-user concerns by gathering input from stakeholders to understand the problem to be solved and by capturing and setting priorities for requirements.

## Descripción

This role is responsible for the core activities of the test effort. Those activities include identifying, defining, implementing, and conducting the necessary tests, as well as logging the outcomes of the testing and analyzing the results.

# 28 4. INITIATE PROJECT





#### Descripción

Perform ongoing tasks that are not necessarily part of the project schedule.

Versión:

1.0

Autor:

ehu

# 28.1 INITIATE PROJECT

#### Descripción

Perform ongoing tasks that are not necessarily part of the project schedule.

#### 28.1.1 ELEMENTOS DEL PROCESO

28.1.1.1 Develop Technical Vision

#### Descripción

Define the vision for the future system. Describe the problem and features based on Stakeholder requests.

#### **Ejecutantes**

Analyst

#### **Proceso**

28.1.1.2 <u>5. Develop Technical Vision - Develop Technical Vision</u> Plan Project

#### Descripción

A collaborative task that outlines an initial agreement on how the project will deliver the product vision. The resulting project plan provides a summary-level overview of the project.

#### **Ejecutantes**

Project Manager

#### **Proceso**

28.1.1.3 <u>5. Plan Project - Plan Project - Plan Project</u> Analyst

#### Descripción

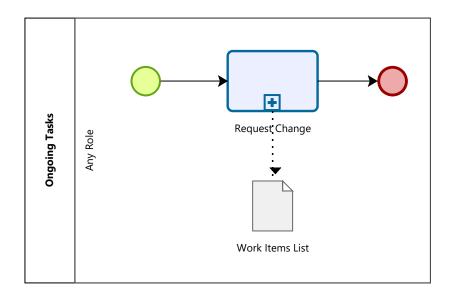
The person in this role represents customer and end-user concerns by gathering input from stakeholders to understand the problem to be solved and by capturing and setting priorities for requirements.

28.1.1.4 Project Manager

## Descripción

Leads the planning of the project, coordinates interactions with the stakeholders, and keeps the project team focused on meeting the project objectives.

# 4. ONGOING TASKS





## Descripción

Perform ongoing tasks that are not necessarily part of the project schedule.

Versión:

1.0

Autor:

ehu

# 29.1 ONGOING TASKS

## Descripción

Perform ongoing tasks that are not necessarily part of the project schedule.

# 29.1.1 ELEMENTOS DEL PROCESO

29.1.1.1 Request Change

#### Descripción

Capture and record change requests.

## **Ejecutantes**

Any Role

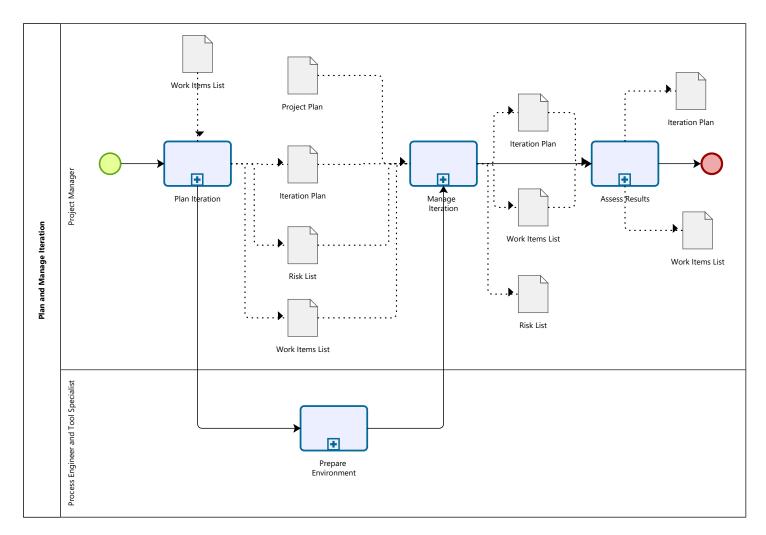
# Proceso

29.1.1.2 <u>5. Request Change - Request Change — Any Role</u>

#### Descripción

Anyone on a team can fill this role of performing general tasks.

# 30 4. PLAN AND MANAGE ITERATION





#### Descripción

Initiate the iteration and allow team members to sign up for development tasks. Monitor and communicate project status to external stakeholders. Identify and handle exceptions and problems.

Versión:

1.0

Autor:

ehu

# 30.1 PLAN AND MANAGE ITERATION

#### Descripción

Initiate the iteration and allow team members to sign up for development tasks. Monitor and communicate project status to external stakeholders. Identify and handle exceptions and problems.

#### 30.1.1 ELEMENTOS DEL PROCESO

30.1.1.1 Plan Iteration

#### Descripción

A collaborative task that plans the scope and responsibilities for a single iteration, defining goals and evaluation criteria.

# **Ejecutantes**

Project Manager

#### **Proceso**

30.1.1.2 <u>5. Plan Iteration - Plan Iteration</u> Prepare Environment

#### **Ejecutantes**

Tool Specialist, Process Engineer

#### Proceso

30.1.1.3 <u>4. Prepare Environment - Prepare Environment</u> Manage Iteration

#### Descripción

Assess project status and identify any blocking issues and opportunities. Identify and manage exceptions, problems and risks. Communicate project status and manage stakeholder's expectations.

#### **Ejecutantes**

Project Manager

30.1.1.4 PAssess Results

## Descripción

Demonstrate the value of the solution increment that was built during the iteration and apply the lessons learned to modify the project or improve the process.

## **Ejecutantes**

Project Manager

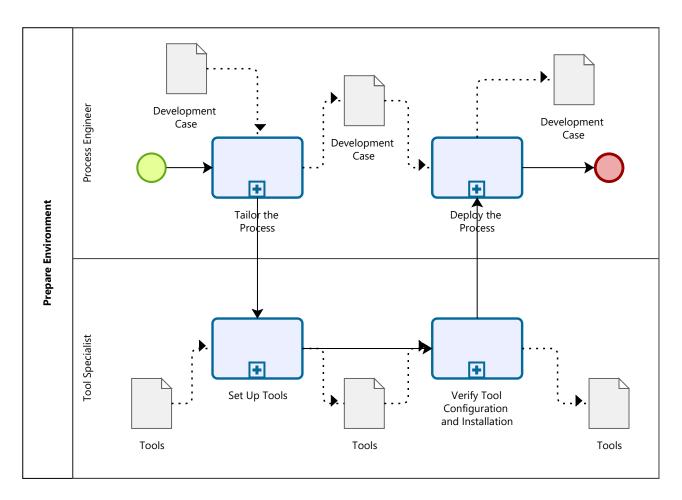
#### Proceso

30.1.1.5 <u>5. Assess Results - Assess Results Project Manager</u>

## Descripción

Leads the planning of the project, coordinates interactions with the stakeholders, and keeps the project team focused on meeting the project objectives.

# 314. PREPARE ENVIRONMENT





Versión:

1.0

Autor:

ehu

# 31.1 PREPARE ENVIRONMENT

## 31.1.1 ELEMENTOS DEL PROCESO

#### Descripción

This task describes how to tailor a process for a project.

## **Ejecutantes**

**Process Engineer** 

#### Proceso

31.1.1.2 <u>5. Tailor the Process - Tailor the Process</u> Set Up Tools

## **Ejecutantes**

**Tool Specialist** 

#### Proceso

31.1.1.3 <u>5. Set Up Tools - Set Up Tools Verify Tool Configuration and Installation</u>

#### Descripción

This task describes how to verify that the Development Configuration is ready to be used by the project.

## **Ejecutantes**

**Tool Specialist** 

#### Proceso

31.1.1.4 <u>5. Verify Tool Configuration and Installation - Verify Tool Configuration and Installation</u>

Deploy the Process

#### Descripción

This task describes how to rollout a development process to the project team.

## **Ejecutantes**

**Process Engineer** 

## Proceso

31.1.1.5 <u>5. Deploy the Process - Deploy the Process Engineer</u>

## Descripción

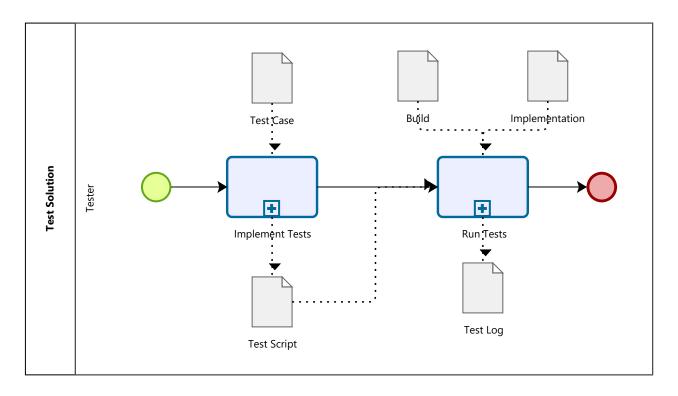
This role equips the project team with an appropriate development process, and makes sure that the team members are not hindered in doing their jobs.

31.1.1.6 Tool Specialist

## Descripción

This role supports the tools used by the project and provides technical assistance to the project. This includes selecting and acquiring tools, configuring and setting them up, and verifying that they work.

# 32 4. TEST SOLUTION





From a system perspective, test and evaluate the developed requirements.

Versión:

1.0

Autor:

ehu

#### 32.1 TEST SOLUTION

#### Descripción

From a system perspective, test and evaluate the developed requirements.

#### 32.1.1 ELEMENTOS DEL PROCESO

#### Descripción

Implement Test Scripts to validate a Build of the solution. Organize Test Scripts into suites, and collaborate to ensure appropriate depth and breadth of test feedback.

#### **Ejecutantes**

Tester

#### Proceso

32.1.1.2 <u>5. Implement Tests - Implement Tests</u> Run Tests

#### Descripción

Run the appropriate tests scripts, analyze results, articulate issues, and communicate test results to the team.

#### **Ejecutantes**

Tester

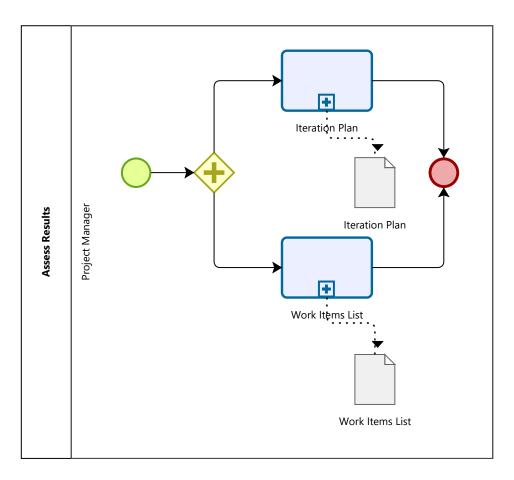
#### **Proceso**

32.1.1.3 <u>5. Run Tests - Run Tests</u> Tester

#### Descripción

This role is responsible for the core activities of the test effort. Those activities include identifying, defining, implementing, and conducting the necessary tests, as well as logging the outcomes of the testing and analyzing the results.

# 33 5. ASSESS RESULTS





Demonstrate the value of the solution increment that was built during the iteration and apply the lessons learned to modify the project or improve the process.

Versión:

1.0

Autor:

ehu

#### 33.1 ASSESS RESULTS

#### Descripción

Demonstrate the value of the solution increment that was built during the iteration and apply the lessons learned to modify the project or improve the process.

#### 33.1.1 ELEMENTOS DEL PROCESO

#### Descripción

A fine-grained plan describing the objectives, work assignments, and evaluation criteria for the iteration.

#### **Ejecutantes**

Project Manager

#### Descripción

This artifact contains a list of all scheduled work to be done within the project, as well as proposed work that may affect the product in this or future projects. Each work item may contain references to information relevant to carry out the work described within the work item.

#### **Ejecutantes**

Project Manager

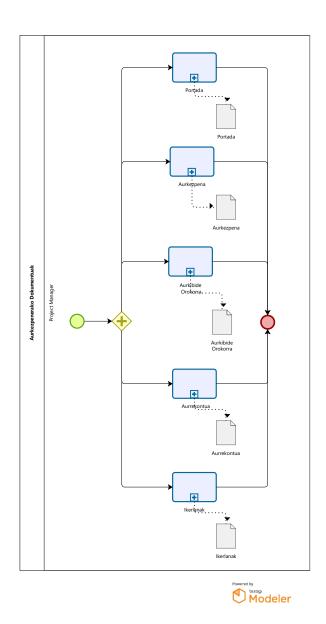
#### **Proceso**

33.1.1.3 <u>6. Work Items List - Work Items List - Project Manager</u>

#### Descripción

Leads the planning of the project, coordinates interactions with the stakeholders, and keeps the project team focused on meeting the project objectives.

# 34 5. AURKEZPENERAKO DOKUMENTUAK



Versión:

1.0

Autor:

mikel

### 34.1 AURKEZPENERAKO DOKUMENTUAK

#### 34.1.1 ELEMENTOS DEL PROCESO

#### **Ejecutantes**

Project Manager

Proceso

6. Portada - Portada

#### **Ejecutantes**

Project Manager

Proceso

6. Aurkibide Orokorra - Aurkibide Orokorra

#### **Ejecutantes**

Project Manager

Proceso

6. Aurrekontua - Aurrekontua

#### **Ejecutantes**

Project Manager

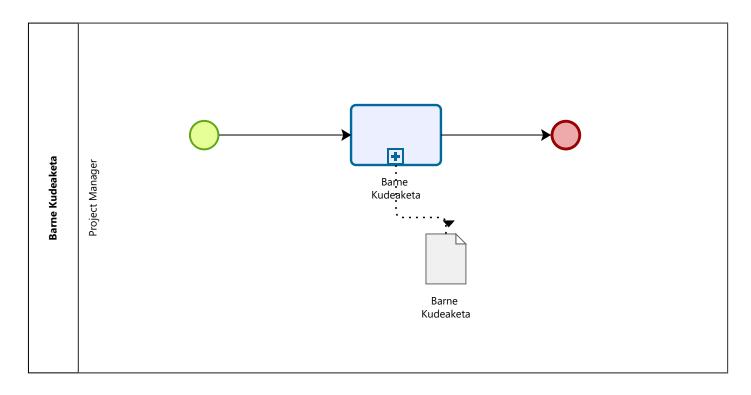
Proceso

6. Ikerlanak - Ikerlanak

#### Proceso

6. Aurkezpena - Aurkezpena

# 35 5. BARNE KUDEAKETA





Versión:

1.0

Autor:

mikel

### 35.1 BARNE KUDEAKETA

### 35.1.1 ELEMENTOS DEL PROCESO

35.1.1.1 Barne Kudeaketa

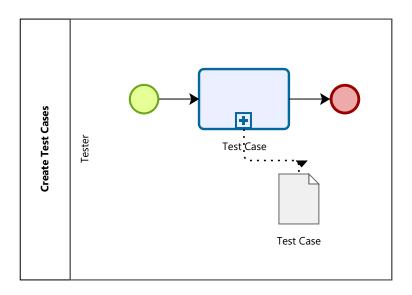
### Ejecutantes

Project Manager

#### Proceso

6. Barne Kudeaketa - Barne Kudeaketa

# 36 5. CREATE TEST CASES





Develop the test cases and test data for the requirements to be tested.

Versión:

1.0

Autor:

ehu

### 36.1 CREATE TEST CASES

#### Descripción

Develop the test cases and test data for the requirements to be tested.

#### 36.1.1 ELEMENTOS DEL PROCESO

#### Descripción

This artifact is the specification of a set of test inputs, execution conditions, and expected results, identified for the purpose of making an evaluation of some particular aspect of a scenario.

#### **Ejecutantes**

Tester

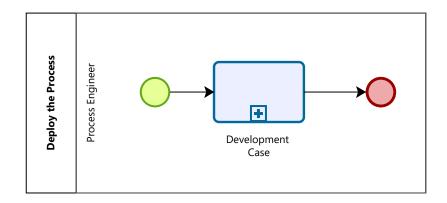
#### Proceso

36.1.1.2 6. Test Case - Test Case Tester

#### Descripción

This role is responsible for the core activities of the test effort. Those activities include identifying, defining, implementing, and conducting the necessary tests, as well as logging the outcomes of the testing and analyzing the results.

# 375. DEPLOY THE PROCESS





This task describes how to rollout a development process to the project team.

Versión:

1.0

Autor:

ehu

### 37.1 DEPLOY THE PROCESS

#### Descripción

This task describes how to rollout a development process to the project team.

#### 37.1.1 ELEMENTOS DEL PROCESO

37.1.1.1 Development Case

#### Descripción

This work product describes the process that a project is to follow in order to produce the project's desired results.

#### **Ejecutantes**

**Process Engineer** 

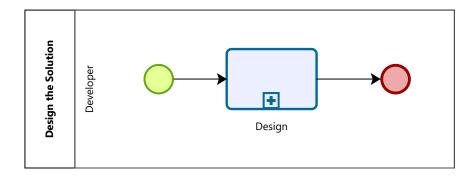
#### Proceso

37.1.1.2 <u>6. Development Case - Development Case Process Engineer</u>

#### Descripción

This role equips the project team with an appropriate development process, and makes sure that the team members are not hindered in doing their jobs.

# 38 5. DESIGN THE SOLUTION





Versión:

1.0

Autor:

ehu

# 38.1 DESIGN THE SOLUTION

#### Descripción

Identify the elements and devise the interactions, behavior, relations, and data necessary to realize some functionality.

Render the design visually to aid in solving the problem and communicating the solution.

38.1.1 ELEMENTOS DEL PROCESO

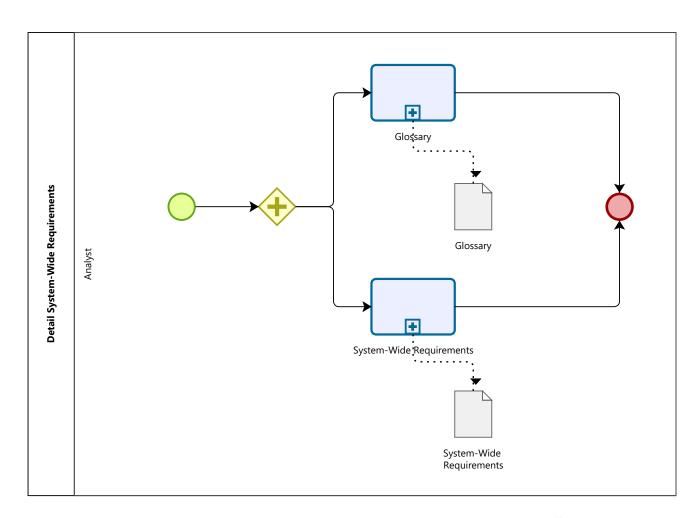
#### Proceso

38.1.1.2 <u>6. Design - Design</u> Developer

#### Descripción

This role is responsible for developing a part of the system, including designing it to fit into the architecture, possibly prototyping the user-interface, and then implementing, unit-testing, and integrating the components that are part of the solution.

# 39 5. DETAIL SYSTEM-WIDE REQUIREMENTS





Versión:

1.0

Autor:

mikel

# 39.1 DETAIL SYSTEM-WIDE REQUIREMENTS

#### 39.1.1 ELEMENTOS DEL PROCESO

#### Descripción

This artifact defines important terms used by the project. These terms are the basis for effective collaboration with the stakeholders and other team members.

#### **Ejecutantes**

Analyst

#### Proceso

39.1.1.2 <u>6. Glossary - Glossary ®</u> System-Wide Requirements

#### Descripción

This artifact captures system-wide requirements not captured in scenarios or use cases, including requirements on quality attributes and global functional requirements.

#### **Ejecutantes**

Analyst

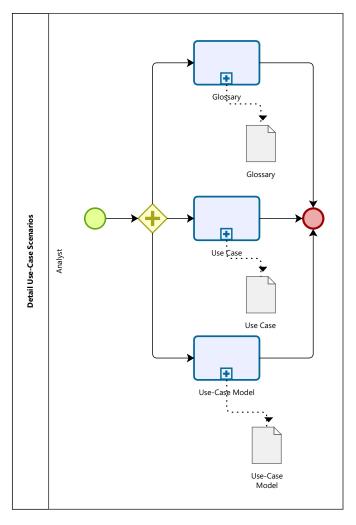
#### **Proceso**

39.1.1.3 <u>6. System-Wide Requirements - System-Wide Requirements - Analyst</u>

#### Descripción

The person in this role represents customer and end-user concerns by gathering input from stakeholders to understand the problem to be solved and by capturing and setting priorities for requirements.

# 40 5. DETAIL USE-CASE SCENARIOS





This task describes how to detail requirements for the system.

Versión:

1.0

Autor:

ehu

### 40.1 DETAIL USE-CASE SCENARIOS

#### Descripción

This task describes how to detail requirements for the system.

#### **40.1.1 ELEMENTOS DEL PROCESO**

#### Descripción

This artifact defines important terms used by the project. These terms are the basis for effective collaboration with the stakeholders and other team members.

#### **Ejecutantes**

Analyst

#### Proceso

40.1.1.2 <u>6. Glossary - Glossary</u> Use Case

#### Descripción

This artifact captures the sequence of actions a system performs that yields an observable result of value to those interacting with the system.

#### **Ejecutantes**

Analyst

#### Proceso

40.1.1.3 6. Use Case - Use Case Use-Case Model

#### Descripción

This artifact captures a model of the system's intended functions and its environment, and serves as a contract between the customer and the developers.

#### **Ejecutantes**

### Analyst

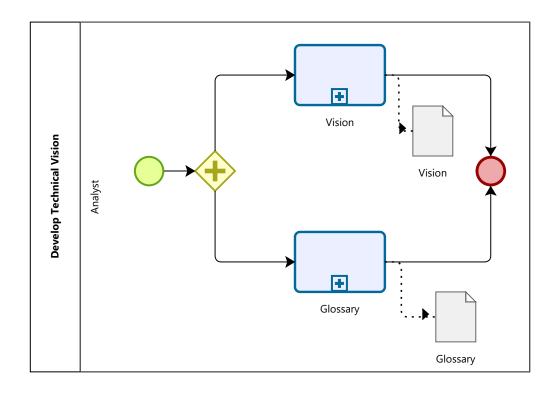
#### Proceso

40.1.1.4 <u>6. Use-Case Model - Use-Case Model - Manalyst</u>

#### Descripción

The person in this role represents customer and end-user concerns by gathering input from stakeholders to understand the problem to be solved and by capturing and setting priorities for requirements.

# 415. DEVELOP TECHNICAL VISION





Define the vision for the future system. Describe the problem and features based on Stakeholder requests.

Versión:

1.0

Autor:

ehu

### 41.1 DEVELOP TECHNICAL VISION

#### Descripción

Define the vision for the future system. Describe the problem and features based on Stakeholder requests.

41.1.1 ELEMENTOS DEL PROCESO

#### Descripción

This artifact defines important terms used by the project. These terms are the basis for effective collaboration with the stakeholders and other team members.

#### **Ejecutantes**

Analyst

#### Proceso

#### Descripción

This artifact contains the definition of the stakeholders' view of the product to be developed, specified in terms of the stakeholders' key needs and features. It contains an outline of the envisioned core requirements for the system.

#### **Ejecutantes**

Analyst

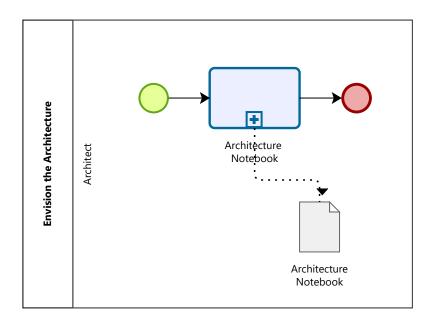
#### Proceso

41.1.1.3 6. Vision - Vision Analyst

#### Descripción

The person in this role represents customer and end-user concerns by gathering input from stakeholders to understand the problem to be solved and by capturing and setting priorities for requirements.

# 42 5. ENVISION THE ARCHITECTURE





Outline the architecture through analysis of the architecturally significant requirements and identification of architectural constraints, decisions and objectives.

Versión:

1.0

Autor:

ehu

### 42.1 ENVISION THE ARCHITECTURE

#### Descripción

Outline the architecture through analysis of the architecturally significant requirements and identification of architectural constraints, decisions and objectives.

#### 42.1.1 ELEMENTOS DEL PROCESO

#### Descripción

This artifact describes the context for software development. It contains the decisions, rationale, assumptions, explanations and implications of forming the architecture.

#### **Ejecutantes**

Architect

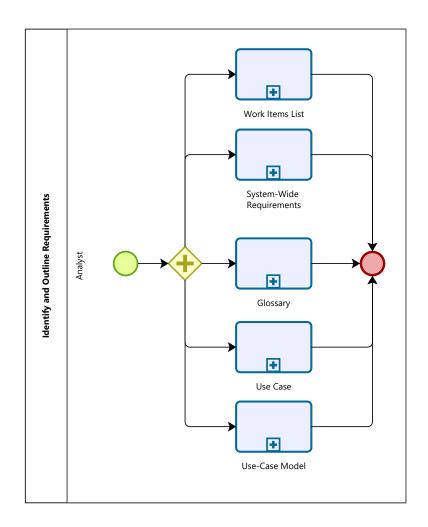
#### **Proceso**

42.1.1.2 <u>6. Architecture Notebook - Architecture Notebook</u> Architect

#### Descripción

This role is responsible for defining the software architecture, which includes making the key technical decisions that constrain the overall design and implementation of the project.

# 43 5. IDENTIFY AND OUTLINE REQUIREMENTS





This task describes how to find and outline the requirements for the system so that the scope of work may be determined.

Versión:

1.0

Autor:

ehu

# 43.1 IDENTIFY AND OUTLINE REQUIREMENTS

#### Descripción

This task describes how to find and outline the requirements for the system so that the scope of work may be determined.

#### 43.1.1 ELEMENTOS DEL PROCESO

#### Descripción

This artifact contains a list of all scheduled work to be done within the project, as well as proposed work that may affect the product in this or future projects. Each work item may contain references to information relevant to carry out the work described within the work item.

#### **Ejecutantes**

Analyst

#### **Proceso**

43.1.1.2 <u>6. Work Items List - Work Items List - Work Items List</u> System-Wide Requirements

#### Descripción

This artifact captures system-wide requirements not captured in scenarios or use cases, including requirements on quality attributes and global functional requirements.

#### **Ejecutantes**

Analyst

#### **Proceso**

43.1.1.3 <u>6. System-Wide Requirements - System-Wide Requirements Glossary</u>

#### Descripción

This artifact defines important terms used by the project. These terms are the basis for effective collaboration with the stakeholders and other team members.

#### **Ejecutantes**

Analyst

#### Proceso

43.1.1.4 <u>6. Glossary - Glossary Use Case</u>

#### Descripción

This artifact captures the sequence of actions a system performs that yields an observable result of value to those interacting with the system.

#### **Ejecutantes**

Analyst

#### Proceso

43.1.1.5 6. Use Case - Use Case Use-Case Model

#### Descripción

This artifact captures a model of the system's intended functions and its environment, and serves as a contract between the customer and the developers.

#### **Ejecutantes**

Analyst

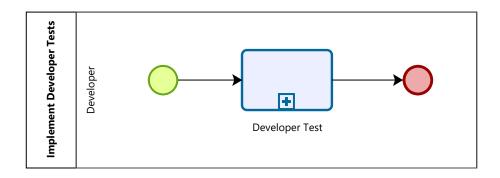
#### Proceso

43.1.1.6 <u>6. Use-Case Model - Use-Case Model - Analyst</u>

#### Descripción

The person in this role represents customer and end-user concerns by gathering input from stakeholders to understand the problem to be solved and by capturing and setting priorities for requirements.

# 44 5. IMPLEMENT DEVELOPER TESTS





Implement one or more tests that enable the validation of the individual software components through execution.

Versión:

1.0

Autor:

ehu

### 44.1 IMPLEMENT DEVELOPER TESTS

#### Descripción

Implement one or more tests that enable the validation of the individual software components through execution.

44.1.1 ELEMENTOS DEL PROCESO

44.1.1.1 Developer Test

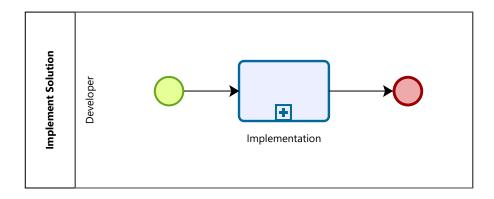
#### Proceso

44.1.1.2 <u>6. Developer Test - Developer Test Developer Test</u>

#### Descripción

This role is responsible for developing a part of the system, including designing it to fit into the architecture, possibly prototyping the user-interface, and then implementing, unit-testing, and integrating the components that are part of the solution.

# 45 5. IMPLEMENT SOLUTION





Implement source code to provide new functionality or fix defects.

Versión:

1.0

Autor:

ehu

### 45.1 IMPLEMENT SOLUTION

#### Descripción

Implement source code to provide new functionality or fix defects.

#### 45.1.1 ELEMENTOS DEL PROCESO

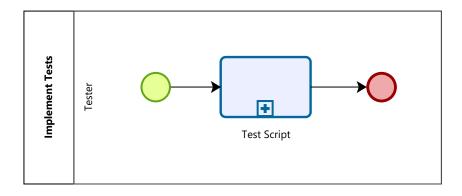
#### Proceso

45.1.1.2 <u>6. Implementation - Implementation Developer</u>

#### Descripción

This role is responsible for developing a part of the system, including designing it to fit into the architecture, possibly prototyping the user-interface, and then implementing, unit-testing, and integrating the components that are part of the solution.

# 46 5. IMPLEMENT TESTS





Implement Test Scripts to validate a Build of the solution. Organize Test Scripts into suites, and collaborate to ensure appropriate depth and breadth of test feedback.

Versión:

1.0

Autor:

ehu

# 46.1 IMPLEMENT TESTS

### Descripción

Implement Test Scripts to validate a Build of the solution. Organize Test Scripts into suites, and collaborate to ensure appropriate depth and breadth of test feedback.

**46.1.1 ELEMENTOS DEL PROCESO** 

46.1.1.1 Test Script

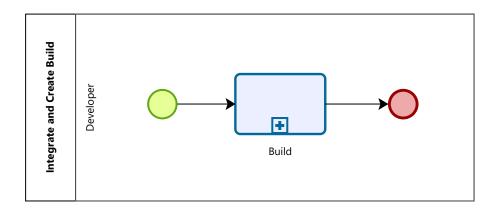
### Proceso

46.1.1.2 <u>6. Test Script - Test Script Tester</u>

### Descripción

This role is responsible for the core activities of the test effort. Those activities include identifying, defining, implementing, and conducting the necessary tests, as well as logging the outcomes of the testing and analyzing the results.

# 47 5. INTEGRATE AND CREATE BUILD





This task describes how to integrate all changes made by developers into the code base and perform the minimal testing to validate the build.

Versión:

1.0

Autor:

ehu

# 47.1 INTEGRATE AND CREATE BUILD

### Descripción

This task describes how to integrate all changes made by developers into the code base and perform the minimal testing to validate the build.

47.1.1 ELEMENTOS DEL PROCESO

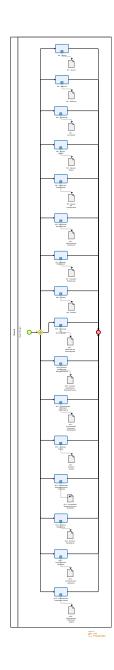
### Proceso

47.1.1.2 <u>6. Build - Build Developer</u>

### Descripción

This role is responsible for developing a part of the system, including designing it to fit into the architecture, possibly prototyping the user-interface, and then implementing, unit-testing, and integrating the components that are part of the solution.

# 48 5. MEMORIA



Versión:

1.0

Autor:

mikel

### 48.1 MEMORIA

### 48.1.1 ELEMENTOS DEL PROCESO

### **Ejecutantes**

Project Manager

Proceso

6. M1 - Sarrera - M1 - Sarrera

### **Ejecutantes**

Project Manager

Proceso

6. M2 - Helburua - M2 - Helburua

### **Ejecutantes**

Project Manager

Proceso

6. M3 - Aurrekariak - M3 - Aurrekariak

### **Ejecutantes**

Project Manager

Proceso

6. M4 - Egungo Egoera - M4 - Egungo Egoera

### **Ejecutantes**

Project Manager

#### Proceso

<u>6. M5 - Arauak eta Erreferentziak - M5 - Arauak eta Erreferentziak</u>

### **Ejecutantes**

Project Manager

### Proceso

6. M6 - Definizioak eta Laburdurak - M6 - Definizioak eta Laburdurak

### **Ejecutantes**

Project Manager

#### Proceso

6. M7 - Hasierako Betekizunak - M7 - Hasierako Betekizunak

### **Ejecutantes**

Project Manager

### Proceso

6. M8 - Irismena - M8 - Irismena

### **Ejecutantes**

Project Manager

#### Proceso

6. M9 - Hipotesiak eta Murriztapenak - M9 - Hipotesiak eta Murriztapenak

48.1.1.10 • M10 - Aukeren Azterketa eta Bideragarritasuna

### **Ejecutantes**

Project Manager

Proceso

<u>6. M10 - Aukeren Azterketa eta Bideragarritasuna - M10 - Aukeren Azterketa eta Bideragarritasuna</u>

### **Ejecutantes**

Project Manager

#### Proceso

<u>6. M11 - Proposatutako Sistemaren Deskribapena - M11 - Proposatutako Sistemaren Deskribapena</u>

### **Ejecutantes**

Project Manager

#### **Proceso**

6. M12 - Arriskuen Analisia - M12 - Arriskuen Analisia

48.1.1.13 M13 - Proiektuaren Antolamendua eta Kudeaketa

### **Ejecutantes**

Project Manager

#### Proceso

<u>6. M13 - Proiektuaren Antolamendua eta Kudeaketa - M13 - Proiektuaren</u> Antolamendua eta Kudeaketa

### **Ejecutantes**

Project Manager

#### Proceso

6. M14 - Denbora Planifikazioa - M14 - Denbora Planifikazioa

48.1.1.15 • M15 - Aurrekontuaren Laburpena

### **Ejecutantes**

Project Manager

#### Proceso

6. M15 - Aurrekontuaren Laburpena - M15 - Aurrekontuaren Laburpena

# 48.1.1.16 • M16 - Dokumentuen Lehentasun Ordena

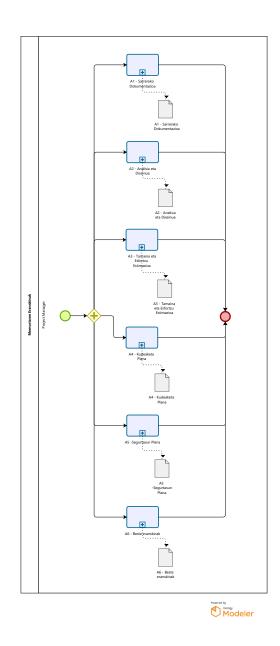
### Ejecutantes

Project Manager

### Proceso

6. M16 - Dokumentuen Lehentasun Ordena - M16 - Dokumentuen Lehentasun Ordena

# 49 5. MEMORIAREN ERANSKINAK



Versión:

1.0

Autor:

mikel

### 49.1 MEMORIAREN ERANSKINAK

### 49.1.1 ELEMENTOS DEL PROCESO

### **Ejecutantes**

Project Manager

### Proceso

6. A1 - Sarrerako Dokumentazioa - A1 - Sarrerako Dokumentazioa

49.1.1.2 PA2 - Analisia eta Diseinua

### **Ejecutantes**

Project Manager

### Proceso

6. A2 - Analisia eta Diseinua - A2 - Analisia eta Diseinua

### **Ejecutantes**

Project Manager

### Proceso

6. A3 - Tamaina eta Esfortzu Estimazioa - A3 - Tamaina eta Esfortzu Estimazioa

49.1.1.4 PA4 - Kudeaketa Plana

### **Ejecutantes**

Project Manager

### Proceso

6. A4 - Kudeaketa Plana - A4 - Kudeaketa Plana

### Ejecutantes

Project Manager

### Proceso

6. A5 -Segurtasun Plana - A5 -Segurtasun Plana

49.1.1.6 Beste eranskinak

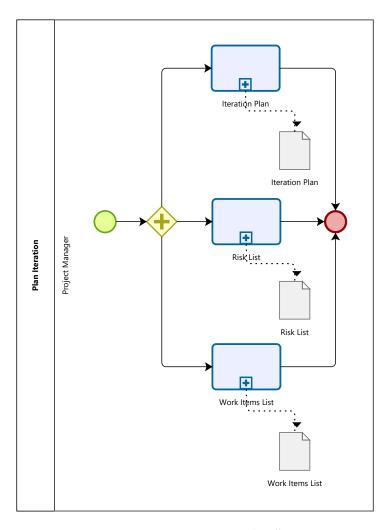
### Ejecutantes

Project Manager

### Proceso

6. A6 - Beste eranskinak - A6 - Beste eranskinak

# 50 5. PLAN ITERATION





A collaborative task that plans the scope and responsibilities for a single iteration, defining goals and evaluation criteria.

Versión:

1.0

Autor:

ehu

### 50.1 PLAN ITERATION

### Descripción

A collaborative task that plans the scope and responsibilities for a single iteration, defining goals and evaluation criteria.

### 50.1.1 ELEMENTOS DEL PROCESO

#### Descripción

A fine-grained plan describing the objectives, work assignments, and evaluation criteria for the iteration.

### **Ejecutantes**

Project Manager

#### Descripción

This artifact is a list of known and open risks to the project, sorted in order of importance and associated with specific mitigation or contingency actions.

### **Ejecutantes**

Project Manager

### **Proceso**

50.1.1.3 6. Risk List - Risk List Work Items List

### Descripción

This artifact contains a list of all scheduled work to be done within the project, as well as proposed work that may affect the product in this or future projects. Each work item may contain references to information relevant to carry out the work described within the work item.

#### **Ejecutantes**

Project Manager

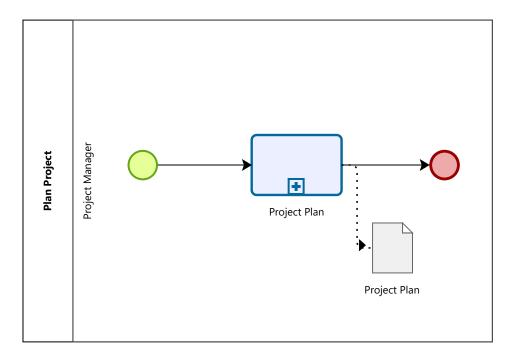
#### **Proceso**

# 50.1.1.4 <u>6. Work Items List - Work Items List Project Manager</u>

### Descripción

Leads the planning of the project, coordinates interactions with the stakeholders, and keeps the project team focused on meeting the project objectives.

# 515. PLAN PROJECT





A collaborative task that outlines an initial agreement on how the project will deliver the product vision. The resulting project plan provides a summary-level overview of the project.

Versión:

1.0

Autor:

ehu

### 51.1 PLAN PROJECT

### Descripción

A collaborative task that outlines an initial agreement on how the project will deliver the product vision. The resulting project plan provides a summary-level overview of the project.

### 51.1.1 ELEMENTOS DEL PROCESO

51.1.1.1 Project Plan

### Descripción

This artifact gathers all information required to manage the project. Its main part consists of a coarse-grained plan, containing project phases and milestones.

### **Ejecutantes**

Project Manager

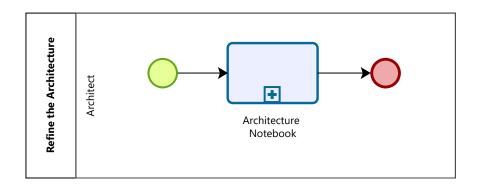
#### **Proceso**

51.1.1.2 <u>6. Project Plan Project Plan Project Manager</u>

### Descripción

Leads the planning of the project, coordinates interactions with the stakeholders, and keeps the project team focused on meeting the project objectives.

# 52 5. REFINE THE ARCHITECTURE





Versión:

1.0

Autor:

ehu

# 52.1 REFINE THE ARCHITECTURE

### 52.1.1 ELEMENTOS DEL PROCESO

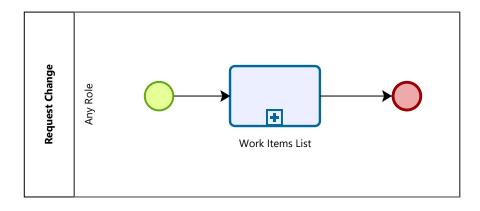
### Proceso

52.1.1.2 <u>6. Architecture Notebook - Architecture Notebook Architecture Notebook</u>

### Descripción

This role is responsible for defining the software architecture, which includes making the key technical decisions that constrain the overall design and implementation of the project.

# 53 5. REQUEST CHANGE





Capture and record change requests.

Versión:

1.0

Autor:

ehu

# 53.1 REQUEST CHANGE

### Descripción

Capture and record change requests.

53.1.1 ELEMENTOS DEL PROCESO

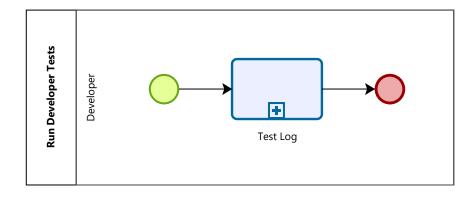
### Proceso

53.1.1.2 <u>6. Work Items List - Work Items List -</u>

### Descripción

Anyone on a team can fill this role of performing general tasks.

# 54 5. RUN DEVELOPER TESTS





Implement one or more tests that enable the validation of the individual software components through execution.

Versión:

1.0

Autor:

ehu

# 54.1 RUN DEVELOPER TESTS

### Descripción

Implement one or more tests that enable the validation of the individual software components through execution.

54.1.1 ELEMENTOS DEL PROCESO

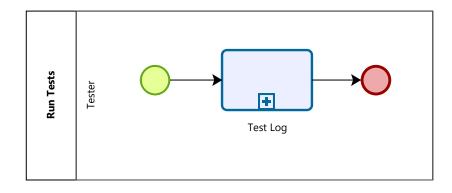
### Proceso

54.1.1.2 <u>6. Test Log - Test Log Developer</u>

### Descripción

This role is responsible for developing a part of the system, including designing it to fit into the architecture, possibly prototyping the user-interface, and then implementing, unit-testing, and integrating the components that are part of the solution.

# 55 5. RUN TESTS





Run the appropriate tests scripts, analyze results, articulate issues, and communicate test results to the team.

Versión:

1.0

Autor:

ehu

# 55.1 RUN TESTS

### Descripción

Run the appropriate tests scripts, analyze results, articulate issues, and communicate test results to the team.

55.1.1 ELEMENTOS DEL PROCESO

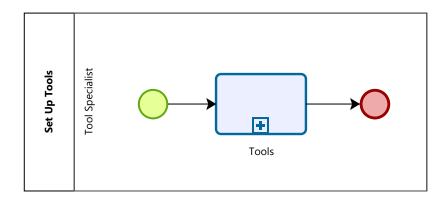
### Proceso

55.1.1.2 <u>6. Test Log - Test Log - Tester</u>

### Descripción

This role is responsible for the core activities of the test effort. Those activities include identifying, defining, implementing, and conducting the necessary tests, as well as logging the outcomes of the testing and analyzing the results.

# 56 5. SET UP TOOLS





Versión:

1.0

Autor:

ehu

# 56.1 SET UP TOOLS

### 56.1.1 ELEMENTOS DEL PROCESO

56.1.1.1 **Tools** 

### Descripción

These work products are the tools needed to support the software development effort.

### **Ejecutantes**

**Tool Specialist** 

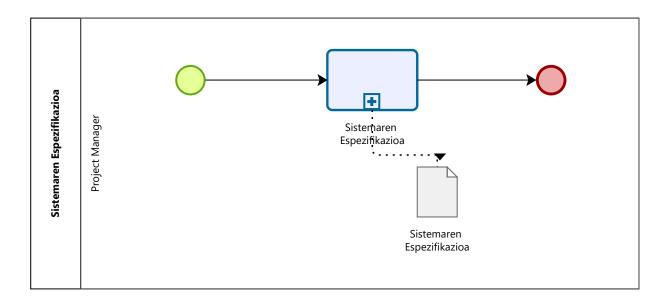
### Proceso

56.1.1.2 <u>6. Tools - Tools Tool Specialist</u>

### Descripción

This role supports the tools used by the project and provides technical assistance to the project. This includes selecting and acquiring tools, configuring and setting them up, and verifying that they work.

# 575. SISTEMAREN ESPEZIFIKAZIOA





Versión:

1.0

Autor:

mikel

# 57.1 SISTEMAREN ESPEZIFIKAZIOA

### 57.1.1 ELEMENTOS DEL PROCESO

57.1.1.1 Sistemaren Espezifikazioa

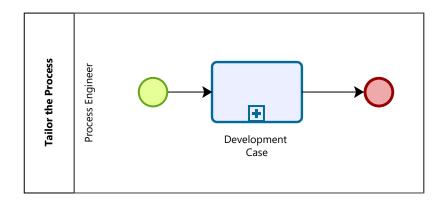
### Ejecutantes

Project Manager

### Proceso

6. Sistemaren Espezifikazioa - Sistemaren Espezifikazioa

# 58 5. TAILOR THE PROCESS





This task describes how to tailor a process for a project.

Versión:

1.0

Autor:

ehu

# 58.1 TAILOR THE PROCESS

### Descripción

This task describes how to tailor a process for a project.

### 58.1.1 ELEMENTOS DEL PROCESO

58.1.1.1 Development Case

### Descripción

This work product describes the process that a project is to follow in order to produce the project's desired results.

### **Ejecutantes**

**Process Engineer** 

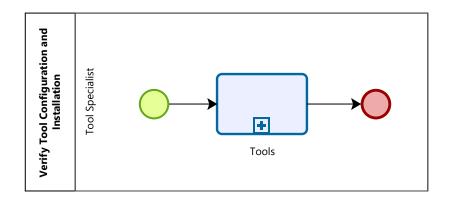
### Proceso

58.1.1.2 <u>6. Development Case - Development Case - Development Case</u> Process Engineer

#### Descripción

This role equips the project team with an appropriate development process, and makes sure that the team members are not hindered in doing their jobs.

# 59 5. VERIFY TOOL CONFIGURATION AND INSTALLATION





This task describes how to verify that the Development Configuration is ready to be used by the project.

Versión:

1.0

Autor:

ehu

# 59.1 VERIFY TOOL CONFIGURATION AND INSTALLATION

#### Descripción

This task describes how to verify that the Development Configuration is ready to be used by the project.

59.1.1 ELEMENTOS DEL PROCESO

59.1.1.1 Tools

### Descripción

These work products are the tools needed to support the software development effort.

### **Ejecutantes**

**Tool Specialist** 

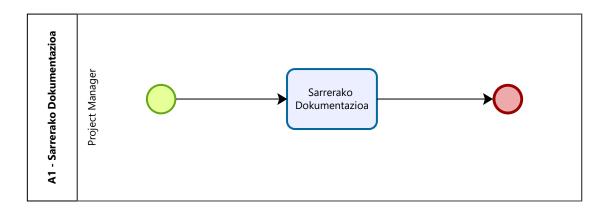
#### Proceso

59.1.1.2 <u>6. Tools - Tools Tool Specialist</u>

### Descripción

This role supports the tools used by the project and provides technical assistance to the project. This includes selecting and acquiring tools, configuring and setting them up, and verifying that they work.

# 60 6. A1 - SARRERAKO DOKUMENTAZIOA

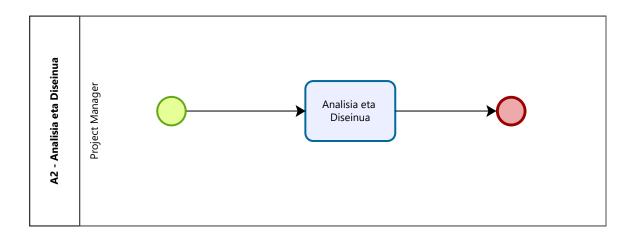




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Autor:

# 616. A2 - ANALISIA ETA DISEINUA

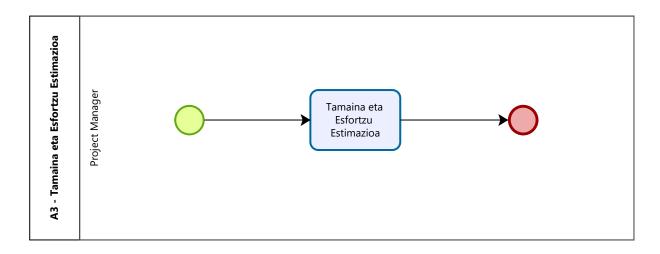




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Autor:

## 62 6. A3 - TAMAINA ETA ESFORTZU ESTIMAZIOA

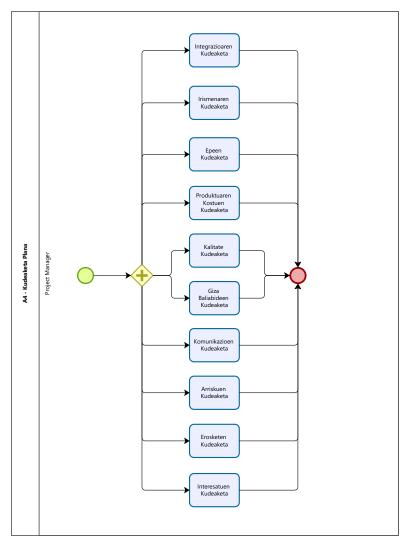




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Autor:

# 63 6. A4 - KUDEAKETA PLANA

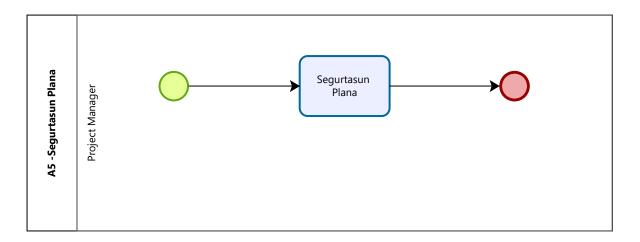




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Autor:

## 64 6. A5 -SEGURTASUN PLANA

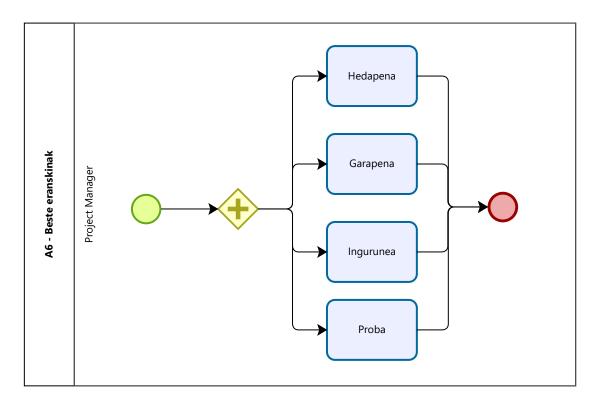




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Autor:

# 65 6. A6 - BESTE ERANSKINAK

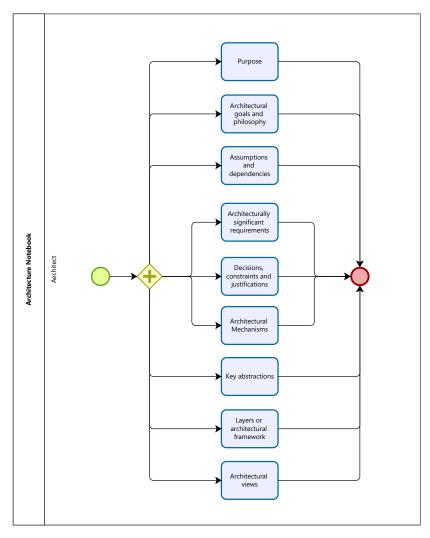




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Autor:

# 66 6. ARCHITECTURE NOTEBOOK





This artifact describes the context for software development. It contains the decisions, rationale, assumptions, explanations and implications of forming the architecture.
Versión:
1.0
Autor:
ehu
66.1 ARCHITECTURE NOTEBOOK
<b>Descripción</b> This artifact describes the context for software development. It contains the decisions, rationale, assumptions, explanations and implications of forming the architecture.
66.1.1 ELEMENTOS DEL PROCESO
66.1.1.1 Purpose
Ejecutantes
Architect
66.1.1.2 Architectural goals and philosophy
Ejecutantes
Architect
66.1.1.3 Assumptions and dependencies
Ejecutantes
Architect
66.1.1.4 Architecturally significant requirements
Ejecutantes
Architect
66.1.1.5 Decisions, constraints and justifications

Ejecutantes

Architect

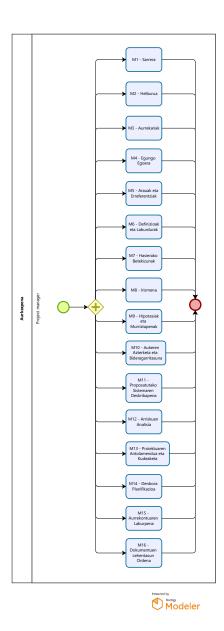
66.1.1.6	Architectural Mechanisms
Ejecutantes Architect 66.1.1.7	☐Key abstractions
Ejecutantes	
Architect	
66.1.1.8	Layers or architectural framework
Ejecutantes	
Architect	
66.1.1.9	Architectural views
Ejecutantes	
Architect	

#### Descripción

66.1.1.10 Aechitect

This role is responsible for defining the software architecture, which includes making the key technical decisions that constrain the overall design and implementation of the project.

### 676. AURKEZPENA

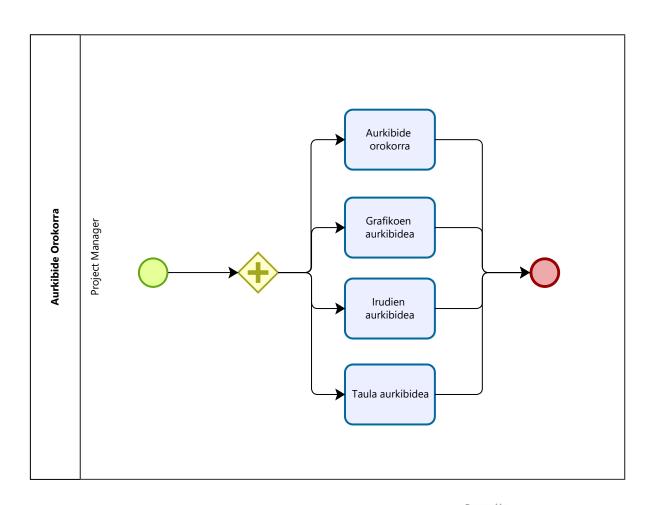


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Autor:

ehu

# 68 6. AURKIBIDE OROKORRA

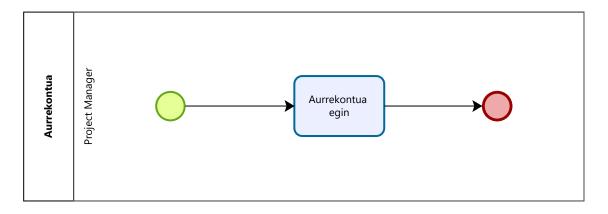




1.0

Autor:

## 69 6. AURREKONTUA

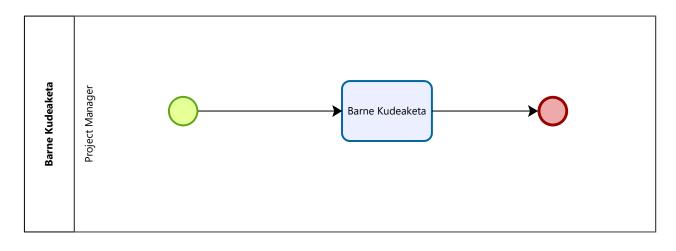




1.0

Autor:

### 706. BARNE KUDEAKETA

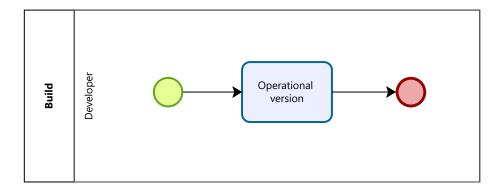




1.0

Autor:

# 716. BUILD





1.0

Autor:

ehu

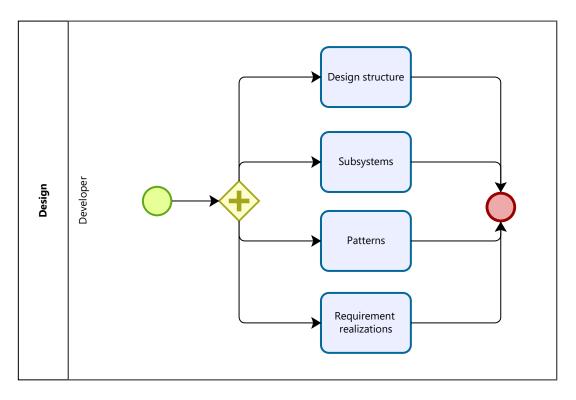
### 71.1 BUILD

#### 71.1.1 ELEMENTOS DEL PROCESO

#### Descripción

This role is responsible for developing a part of the system, including designing it to fit into the architecture, possibly prototyping the user-interface, and then implementing, unit-testing, and integrating the components that are part of the solution.

## 726. DESIGN





1.0

Autor:

ehu

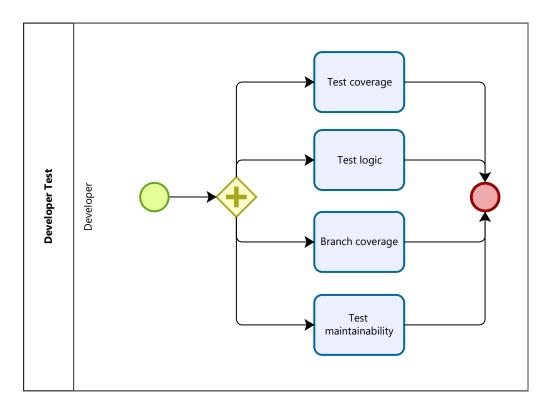
### 72.1 DESIGN

#### 72.1.1 ELEMENTOS DEL PROCESO

#### Descripción

This role is responsible for developing a part of the system, including designing it to fit into the architecture, possibly prototyping the user-interface, and then implementing, unit-testing, and integrating the components that are part of the solution.

### 736. DEVELOPER TEST





1.0

Autor:

ehu

### 73.1 DEVELOPER TEST

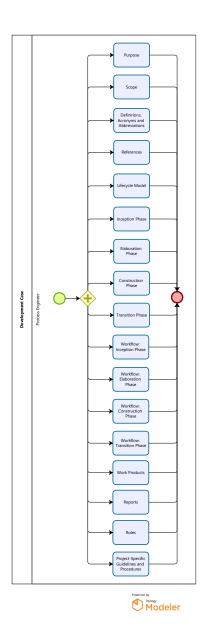
#### 73.1.1 ELEMENTOS DEL PROCESO

73.1.1.1 Developer

#### Descripción

This role is responsible for developing a part of the system, including designing it to fit into the architecture, possibly prototyping the user-interface, and then implementing, unit-testing, and integrating the components that are part of the solution.

## 74 6. DEVELOPMENT CASE



<b>Descripción</b> This work product describes the process that a project is to follow in order to produce the project's desired results.		
Versión:		
1.0		
Autor:		
ehu		
74.1 DEVELOPMENT CASE		
Descripción  This work product describes the process that a project is to follow in order to produce the project's desired results.		
74.1.1 ELEMENTOS DEL PROCESO		
74.1.1.1 Purpose		
Ejecutantes		
Process Engineer		
74.1.1.2 Scope		
Ejecutantes		
Process Engineer		
74.1.1.3 Definirions, Acronyms and Abbreviations		
Ejecutantes		
Process Engineer		
74.1.1.4 References		
Ejecutantes		
Process Engineer		
74.1.1.5 Lifecycle Model		
Ejecutantes		
Process Engineer		
74.1.1.6 Inception Phase		

Ejecutantes
Process Engineer
74.1.1.7 Elaboration Phase
Ejecutantes
Process Engineer
74.1.1.8 Construction Phase
Ejecutantes
Process Engineer
74.1.1.9 Transition Phase
Ejecutantes
Process Engineer
74.1.1.10
jecutantes
Process Engineer
74.1.1.11
74.1.1.11
Ejecutantes
<mark>Ejecutantes</mark> Process Engineer
Ejecutantes Process Engineer 74.1.1.12
Ejecutantes  Process Engineer  74.1.1.12
Ejecutantes  Process Engineer  74.1.1.12 Workflow: Construction Phase  Ejecutantes  Process Engineer
Ejecutantes  Process Engineer  74.1.1.12

Ejecutantes

```
Process Engineer
```

74.1.1.15 Reports

#### Ejecutantes

Process Engineer

74.1.1.16 Roles

#### Ejecutantes

**Process Engineer** 

74.1.1.17 Project-Specific Guidelines and Procedures

#### Ejecutantes

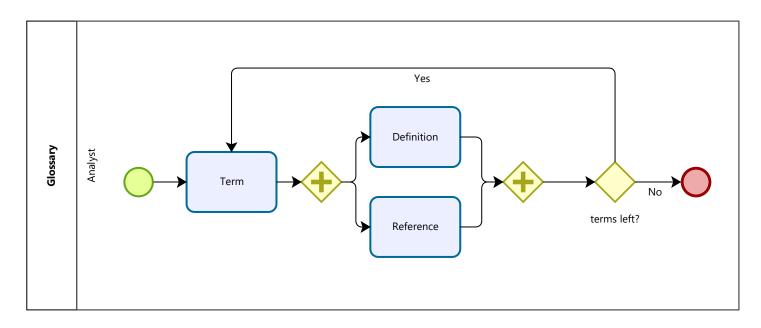
**Process Engineer** 

74.1.1.18 Process Engineer

#### Descripción

This role equips the project team with an appropriate development process, and makes sure that the team members are not hindered in doing their jobs.

## 756. GLOSSARY





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Desc	crip	CIĆ	n

This artifact defines important terms used by the project. These terms are the basis for effective collaboration with the stakeholders and other team members.

Versión:

1.0

Autor:

ehu

#### 75.1 GLOSSARY

#### Descripción

This artifact defines important terms used by the project. These terms are the basis for effective collaboration with the stakeholders and other team members.

75.1.1 ELEMENTOS DEL PROCESO

75.1.1.1 Term

#### **Ejecutantes**

Analyst

75.1.1.2 Definition

#### **Ejecutantes**

Analyst

75.1.1.3 Reference

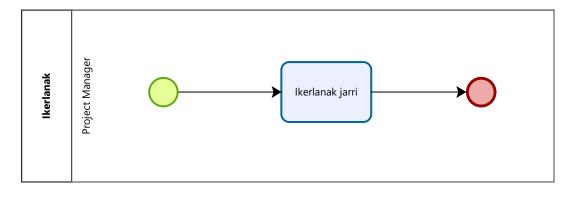
#### **Ejecutantes**

Analyst

#### Descripción

The person in this role represents customer and end-user concerns by gathering input from stakeholders to understand the problem to be solved and by capturing and setting priorities for requirements.

## 766. IKERLANAK

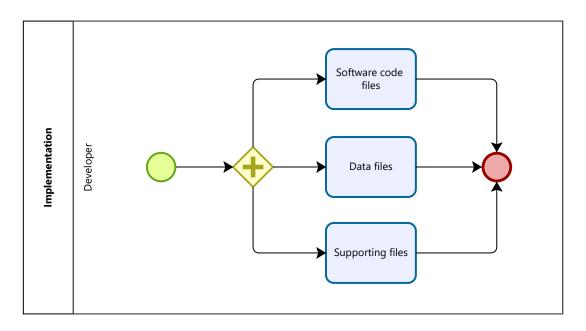




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Autor:

## 776. IMPLEMENTATION





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Autor:

ehu

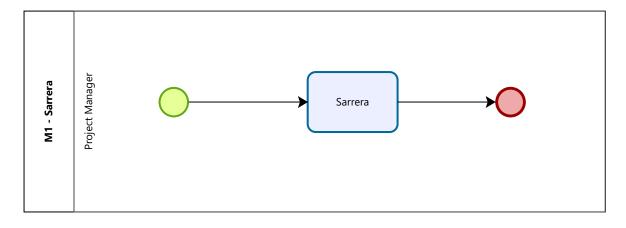
#### 77.1 IMPLEMENTATION

#### 77.1.1 ELEMENTOS DEL PROCESO

#### Descripción

This role is responsible for developing a part of the system, including designing it to fit into the architecture, possibly prototyping the user-interface, and then implementing, unit-testing, and integrating the components that are part of the solution.

## 786. M1 - SARRERA

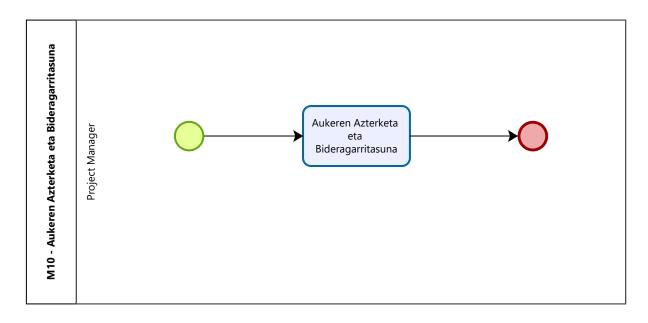




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Autor:

### 796. M10 - AUKEREN AZTERKETA ETA BIDERAGARRITASUNA

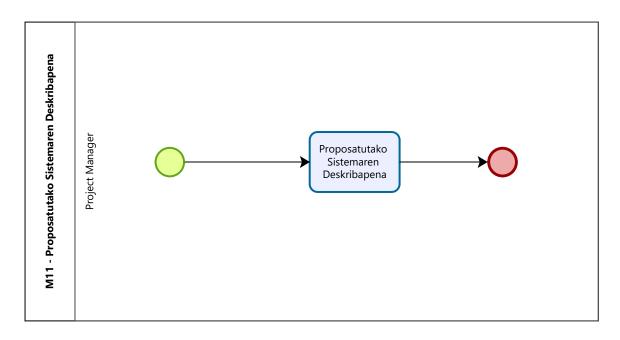




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Autor:

### 80 6. M11 - PROPOSATUTAKO SISTEMAREN DESKRIBAPENA

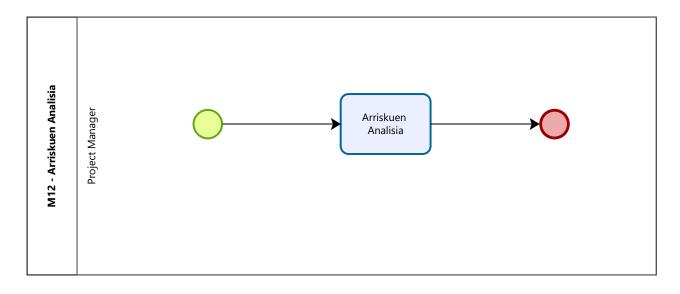




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Autor:

# 816. M12 - ARRISKUEN ANALISIA

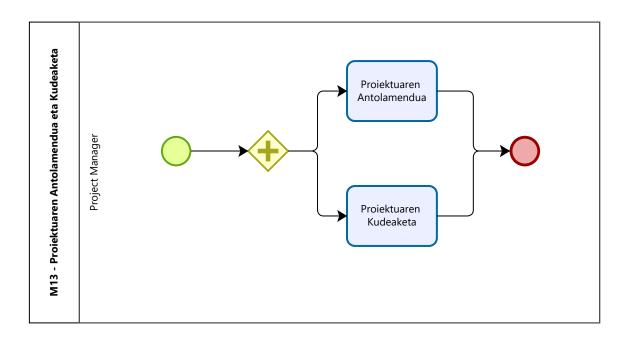




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Autor:

### 82 6. M13 - PROIEKTUAREN ANTOLAMENDUA ETA KUDEAKETA

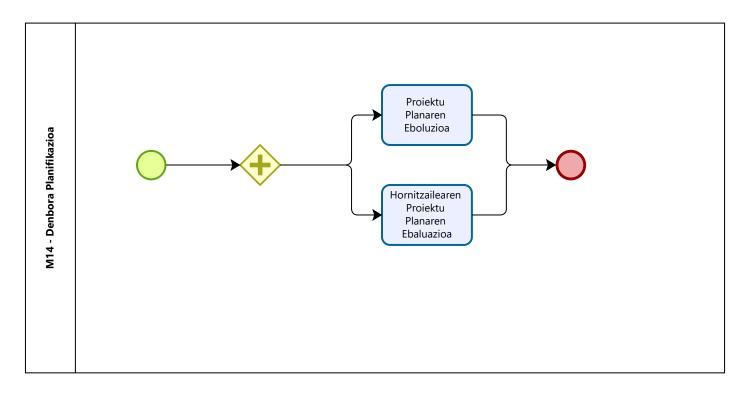




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Autor:

## 83 6. M14 - DENBORA PLANIFIKAZIOA

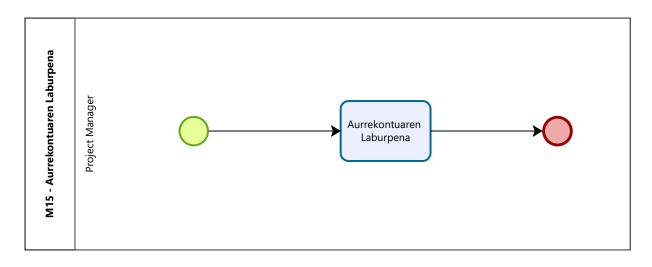




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Autor:

## 84 6. M15 - AURREKONTUAREN LABURPENA

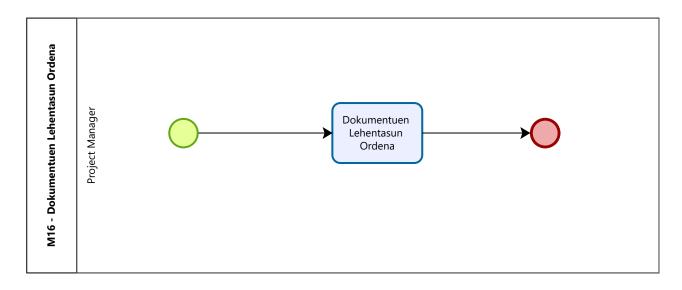




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Autor:

### 85 6. M16 - DOKUMENTUEN LEHENTASUN ORDENA

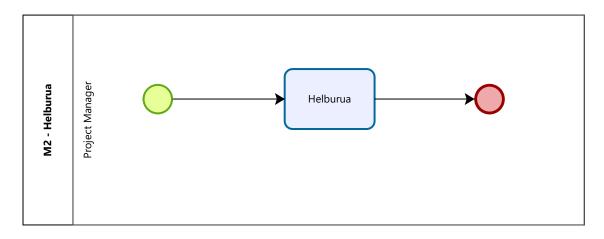




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Autor:

# 86 6. M2 - HELBURUA

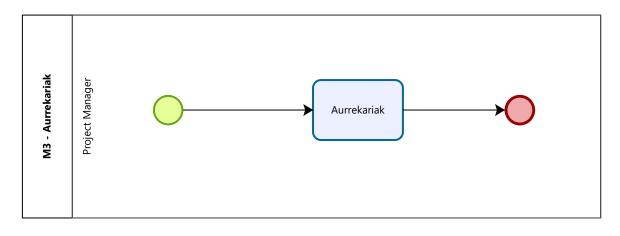




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Autor:

### 876. M3 - AURREKARIAK

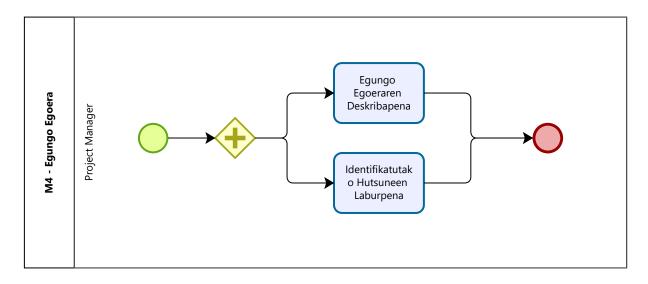




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Autor:

### 88 6. M4 - EGUNGO EGOERA

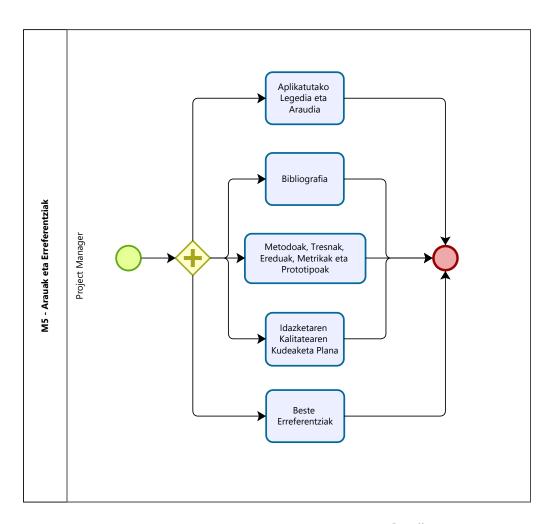




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Autor:

## 89 6. M5 - ARAUAK ETA ERREFERENTZIAK

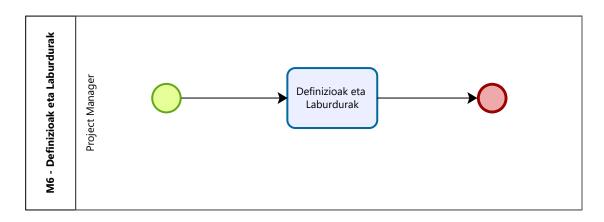




1.0

Autor:

### 90 6. M6 - DEFINIZIOAK ETA LABURDURAK

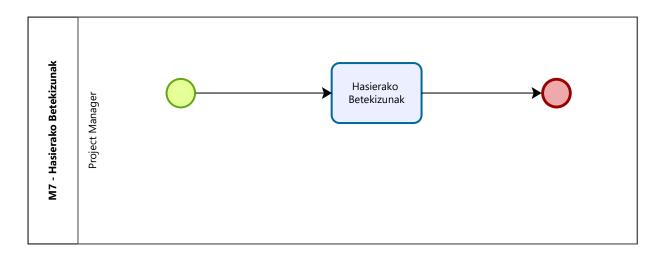




1.0

Autor:

# 916. M7 - HASIERAKO BETEKIZUNAK



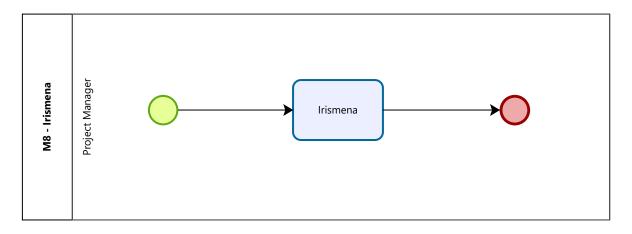


1.0

Autor:

mikel

### 92 6. M8 - IRISMENA



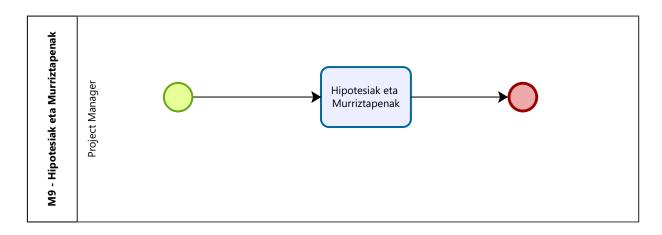


1.0

Autor:

mikel

### 93 6. M9 - HIPOTESIAK ETA MURRIZTAPENAK



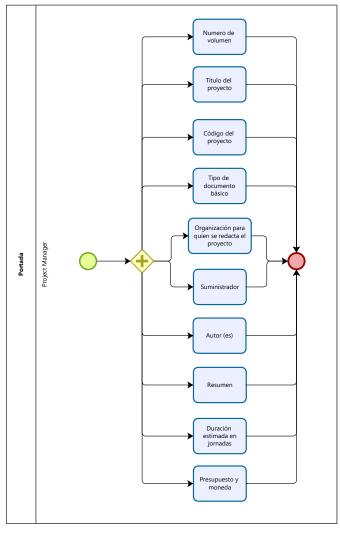


1.0

Autor:

mikel

## 94 6. PORTADA



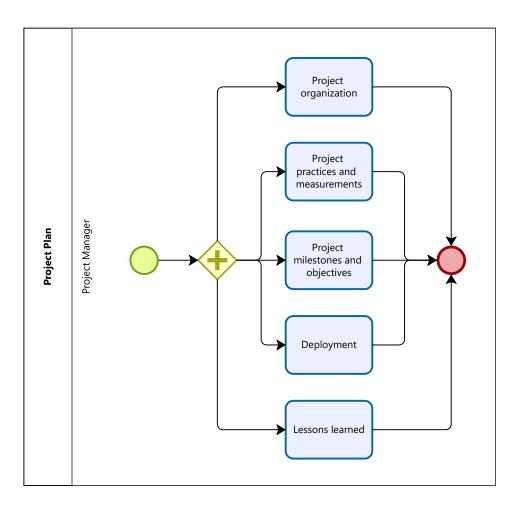


1.0

Autor:

mikel

## 95 6. PROJECT PLAN





This artifact gathers all information required to manage the project. Its main part consists of a coarse-grained plan, containing project phases and milestones.
Versión:
1.0
Autor:
ehu
95.1 PROJECT PLAN
<b>Descripción</b> This artifact gathers all information required to manage the project. Its main part consists of a coarse-grained plan, containing project phases and milestones.
95.1.1 ELEMENTOS DEL PROCESO
95.1.1.1 Project organization
Ejecutantes
Project Manager
95.1.1.2 Project practices and measurements
Ejecutantes
Project Manager
95.1.1.3 Project milestones and objectives
Ejecutantes
Project Manager
95.1.1.4 Deployment

### Ejecutantes

Ejecutantes

Project Manager

95.1.1.5 Lessons learned

Descripción

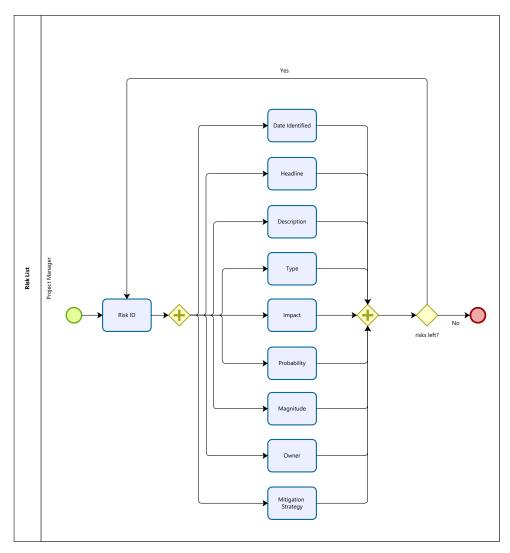
Project Manager

### 95.1.1.6 Project Manager

#### Descripción

Leads the planning of the project, coordinates interactions with the stakeholders, and keeps the project team focused on meeting the project objectives.

## 96 6. RISK LIST





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This artifact is a list of known and open risks to the project, sorted in order of importance and associated with specific mitigation or contingency actions.

mitigation of contingency actions.
Versión:
1.0
Autor:
ehu
96.1 RISK LIST
<b>Descripción</b> This artifact is a list of known and open risks to the project, sorted in order of importance and associated with specific mitigation or contingency actions.
96.1.1 ELEMENTOS DEL PROCESO
96.1.1.1 Risk ID
Ejecutantes
Project Manager
96.1.1.2 Date Identified
Ejecutantes
Project Manager
96.1.1.3 Headline
Ejecutantes
Project Manager
96.1.1.4 Description
Ejecutantes
Project Manager
96.1.1.5 Type

### Ejecutantes

Project Manager

Project Manager
96.1.1.7 Probability

Ejecutantes
Project Manager
96.1.1.8 Magnitude

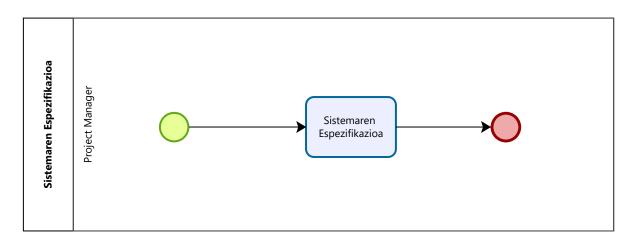
Ejecutantes
Project Manager
96.1.1.9 Owner

Ejecutantes
Project Manager
96.1.1.10 Mitigation Strategy

Ejecutantes

Project Manager

### 976. SISTEMAREN ESPEZIFIKAZIOA



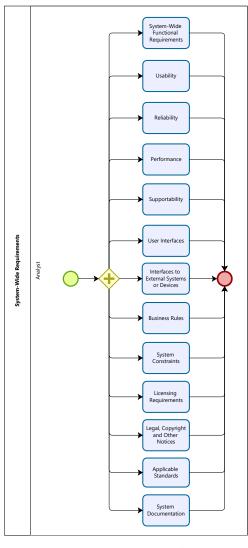


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Autor:

mikel

## 98 6. SYSTEM-WIDE REQUIREMENTS



<b>Descripción</b> This artifact captures system-wide requirements not captured in scenarios or use cases, including requirements on quality attributes and global functional requirements.
Versión:
1.0
Autor:
ehu
98.1 SYSTEM-WIDE REQUIREMENTS
Descripción

attributes and global functional requirements.

**Ejecutantes** 

Analyst

This artifact captures system-wide requirements not captured in scenarios or use cases, including requirements on quality

### 98.1.1 ELEMENTOS DEL PROCESO System-Wide Functional Requirements 98.1.1.1 **Ejecutantes** Analyst Usability 98.1.1.2 **Ejecutantes** Analyst Reliability 98.1.1.3 **Ejecutantes** Analyst Performance 98.1.1.4 **Ejecutantes** Analyst Supportability 98.1.1.5

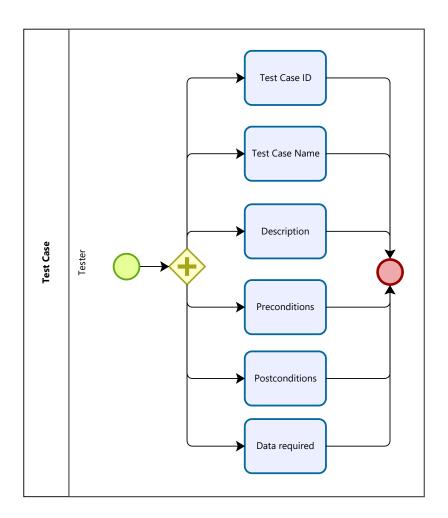
```
98.1.1.6 User Interfaces
Ejecutantes
Analyst
              Interfaces to External Systems or Devices
Ejecutantes
Analyst
              Business Rules
     98.1.1.8
Ejecutantes
Analyst
              System Constraints
Ejecutantes
Analyst
     98.1.1.10 Licensing Requirements
Ejecutantes
Analyst
     98.1.1.11 Legal, Copyright and Other Notices
Ejecutantes
Analyst
     98.1.1.12 Applicable Standards
Ejecutantes
Analyst
     98.1.1.13 System Documentation
Ejecutantes
Analyst
```

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#### Descripción

The person in this role represents customer and end-user concerns by gathering input from stakeholders to understand the problem to be solved and by capturing and setting priorities for requirements.

## 99 6. TEST CASE





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Tester

This artifact is the specification of a set of test inputs, execution conditions, and expected results, identified for the purpose of making an evaluation of some particular aspect of a scenario.

Versión:
1.0
Autor:
ehu
99.1 TEST CASE
<b>Descripción</b> This artifact is the specification of a set of test inputs, execution conditions, and expected results, identified for the purpose of making an evaluation of some particular aspect of a scenario.
99.1.1 ELEMENTOS DEL PROCESO
99.1.1.1 Test Case ID
Ejecutantes
Tester
99.1.1.2 Test Case Name
Ejecutantes
Tester
99.1.1.3 Description
Ejecutantes
Tester
99.1.1.4 Preconditions
Ejecutantes
Tester
99.1.1.5 Postconditions
Ejecutantes

99.1.1.6 Data required

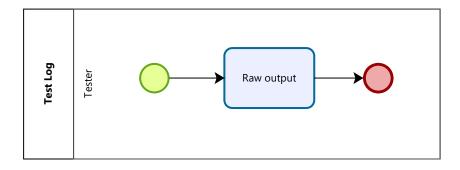
#### Ejecutantes

Tester

#### Descripción

This role is responsible for the core activities of the test effort. Those activities include identifying, defining, implementing, and conducting the necessary tests, as well as logging the outcomes of the testing and analyzing the results.

# 100 6. TEST LOG





1.0

Autor:

ehu

### 100.1 TEST LOG

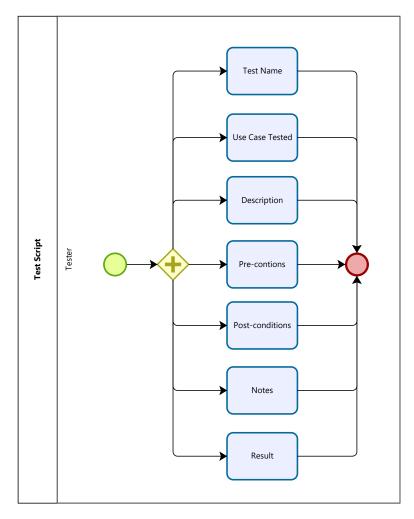
#### 100.1.1 ELEMENTOS DEL PROCESO

100.1.1.1 Tester

#### Descripción

This role is responsible for the core activities of the test effort. Those activities include identifying, defining, implementing, and conducting the necessary tests, as well as logging the outcomes of the testing and analyzing the results.

## 101 6. TEST SCRIPT





1.0

Autor:

ehu

### 101.1 TEST SCRIPT

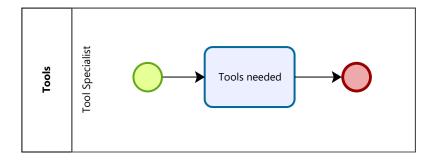
#### 101.1.1 ELEMENTOS DEL PROCESO

101.1.1.1 Tester

#### Descripción

This role is responsible for the core activities of the test effort. Those activities include identifying, defining, implementing, and conducting the necessary tests, as well as logging the outcomes of the testing and analyzing the results.

# 102 6. TOOLS





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These work products are the tools needed to support the software development effort.

Versión:

1.0

Autor:

ehu

102.1 TOOLS

#### Descripción

These work products are the tools needed to support the software development effort.

102.1.1 ELEMENTOS DEL PROCESO

102.1.1.1 Tools needed

#### **Ejecutantes**

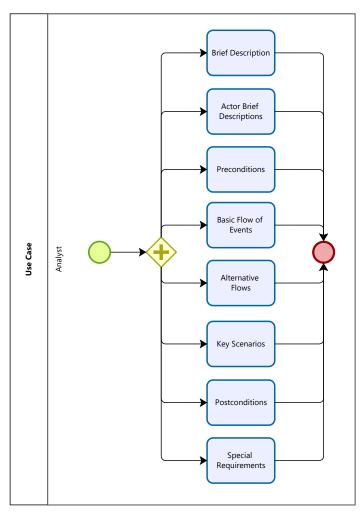
**Tool Specialist** 

102.1.1.2 Tool Specialist

#### Descripción

This role supports the tools used by the project and provides technical assistance to the project. This includes selecting and acquiring tools, configuring and setting them up, and verifying that they work.

## 103 6. USE CASE





<b>Descripción</b> This artifact captures the sequence of actions a system performs that yields an observable result of value to those interacting with the system.
Versión:
1.0
Autor:
ehu
103.1 USE CASE
<b>Descripción</b> This artifact captures the sequence of actions a system performs that yields an observable result of value to those interacting with the system.
103.1.1 ELEMENTOS DEL PROCESO
103.1.1.1 Brief Description
Ejecutantes
Analyst
103.1.1.2 Actor Brief Descriptions
Ejecutantes
Analyst
103.1.1.3 Preconditions
Ejecutantes
Analyst
103.1.1.4 Basic Flow of Events
Ejecutantes

## Ejecutantes

103.1.1.5 Alternative Flows

Analyst

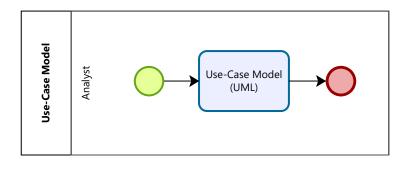
Analyst

## Descripción

Analyst

The person in this role represents customer and end-user concerns by gathering input from stakeholders to understand the problem to be solved and by capturing and setting priorities for requirements.

# 104 6. USE-CASE MODEL





#### Descripción

This artifact captures a model of the system's intended functions and its environment, and serves as a contract between the customer and the developers.

Versión:

1.0

Autor:

ehu

104.1 USE-CASE MODEL

#### Descripción

This artifact captures a model of the system's intended functions and its environment, and serves as a contract between the customer and the developers.

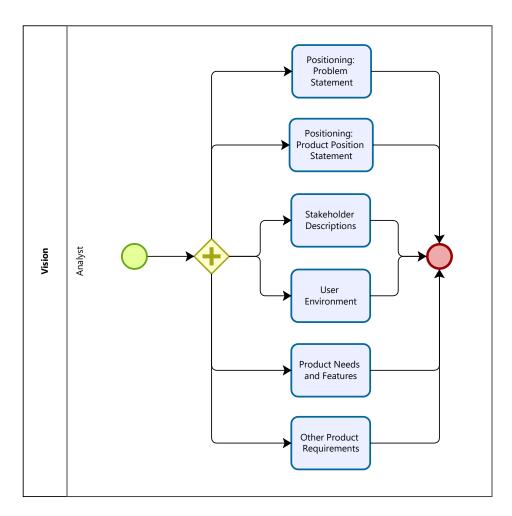
104.1.1 ELEMENTOS DEL PROCESO

104.1.1.1 Use-Case Model (UML)

### Ejecutantes

Analyst

# 105 6. VISION





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Desc	crip	CIĆ	n

Analyst

This artifact contains the definition of the stakeholders' view of the product to be developed, specified in terms of the stakeholders' key needs and features. It contains an outline of the envisioned core requirements for the system.

Versión:
1.0
Autor:
ehu
105.1 VISION
<b>Descripción</b> This artifact contains the definition of the stakeholders' view of the product to be developed, specified in terms of the stakeholders' key needs and features. It contains an outline of the envisioned core requirements for the system.
105.1.1 ELEMENTOS DEL PROCESO
105.1.1.1 Positioning: Problem Statement
Ejecutantes
Analyst
105.1.1.2 Positioning: Product Position Statement
Ejecutantes
Analyst
105.1.1.3 Stakeholder Descriptions
Ejecutantes
Analyst
105.1.1.4 User Environment
Ejecutantes
Analyst
105.1.1.5 Product Needs and Features
Ejecutantes

105.1.1.6 Other Product Requirements

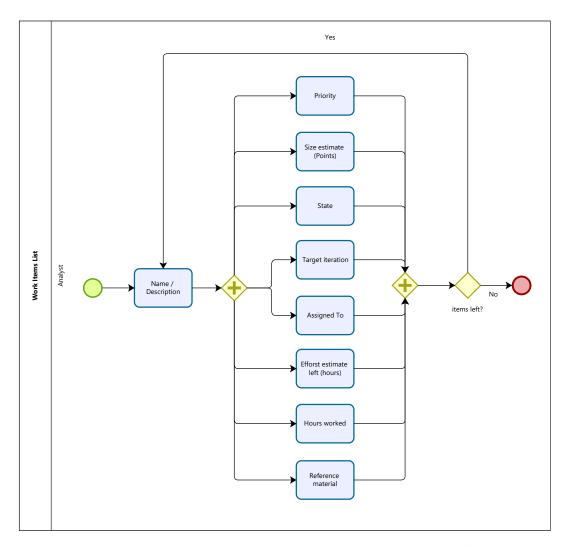
### **Ejecutantes**

Analyst

#### Descripción

The person in this role represents customer and end-user concerns by gathering input from stakeholders to understand the problem to be solved and by capturing and setting priorities for requirements.

# 106 6. WORK ITEMS LIST





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This artifact contains a list of all scheduled work to be done within the project, as well as proposed work that may affect the product in this or future projects. Each work item may contain references to information relevant to carry out the work described within the work item.

Versión:
1.0
Autor:
ehu
106.1 WORK ITEMS LIST
Descripción This artifact contains a list of all scheduled work to be done within the project, as well as proposed work that may affect the product in this or future projects. Each work item may contain references to information relevant to carry out the work described within the work item.
106.1.1 ELEMENTOS DEL PROCESO
106.1.1.1 DName / Description
Ejecutantes  Analyst  106.1.1.2 Priority
Ejecutantes  Analyst  106.1.1.3 Size estimate (Points)
Ejecutantes  Analyst  106.1.1.4 State
Ejecutantes  Analyst  106.1.1.5 Target iteration
Ejecutantes

Analyst

106.1.1.6 Assigned To

Ejecutantes

Analyst

106.1.1.7 Efforst estimate left (hours)

Ejecutantes

Analyst

106.1.1.8 Hours worked

Ejecutantes

Analyst

106.1.1.9 Reference material

#### Descripción

**Ejecutantes** 

Analyst

The person in this role represents customer and end-user concerns by gathering input from stakeholders to understand the problem to be solved and by capturing and setting priorities for requirements.

## 107 RECURSOS

## 107.1 PROJECT MANAGER (ROL)

#### Descripción

Leads the planning of the project, coordinates interactions with the stakeholders, and keeps the project team focused on meeting the project objectives.

#### Descripción

This role is responsible for defining the software architecture, which includes making the key technical decisions that constrain the overall design and implementation of the project.

#### Descripción

This role is responsible for developing a part of the system, including designing it to fit into the architecture, possibly prototyping the user-interface, and then implementing, unit-testing, and integrating the components that are part of the solution.

#### Descripción

The person in this role represents customer and end-user concerns by gathering input from stakeholders to understand the problem to be solved and by capturing and setting priorities for requirements.

#### Descripción

This role is responsible for the core activities of the test effort. Those activities include identifying, defining, implementing, and conducting the necessary tests, as well as logging the outcomes of the testing and analyzing the results.

## 107.6 ANY ROLE (ROL)

#### Descripción

Anyone on a team can fill this role of performing general tasks.

# 107.7 TOOL SPECIALIST (ROL)

#### Descripción

This role supports the tools used by the project and provides technical assistance to the project. This includes selecting and acquiring tools, configuring and setting them up, and verifying that they work.

# 107.8 PROCESS ENGINEER (ROL)

### Descripción

This role equips the project team with an appropriate development process, and makes sure that the team members are not hindered in doing their jobs.