Project Lifecycle

Bizagi Modeler

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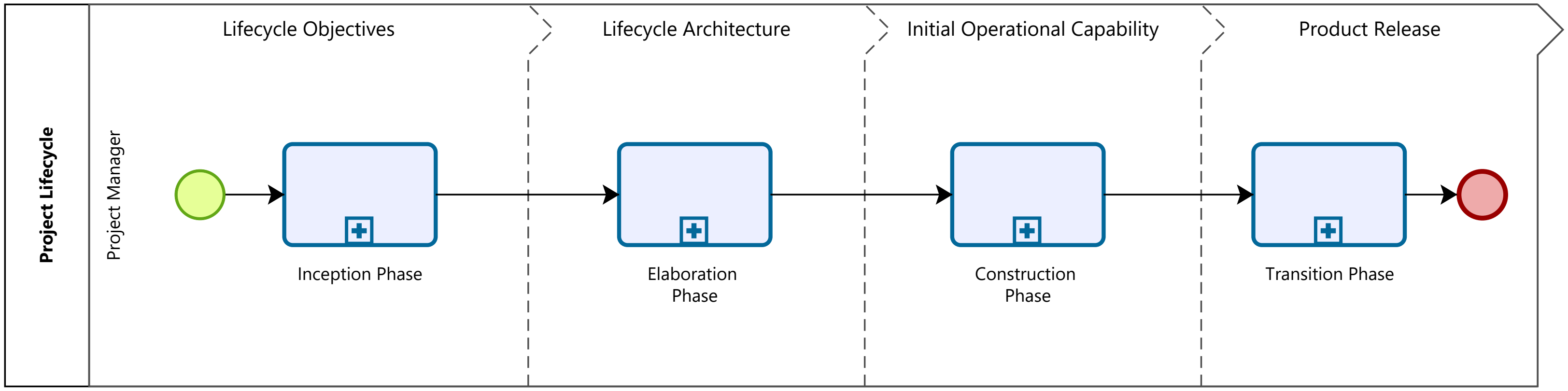
1 1. PROJECT LIFECYCLE



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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

1.1 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.

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 2.3. Construction Phase - Construction Phase 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 2.4. Transition Phase - Transition Phase 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

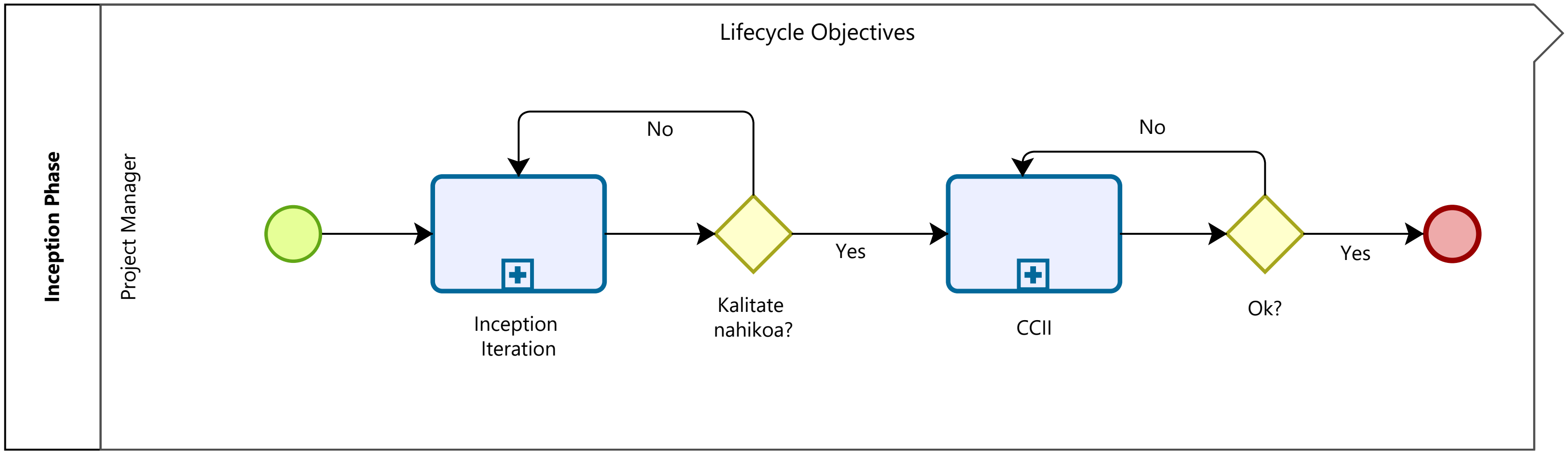
The end of the Construction phase is the third important project milestone, the Initial Operational Capability Milestone.

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



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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.

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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

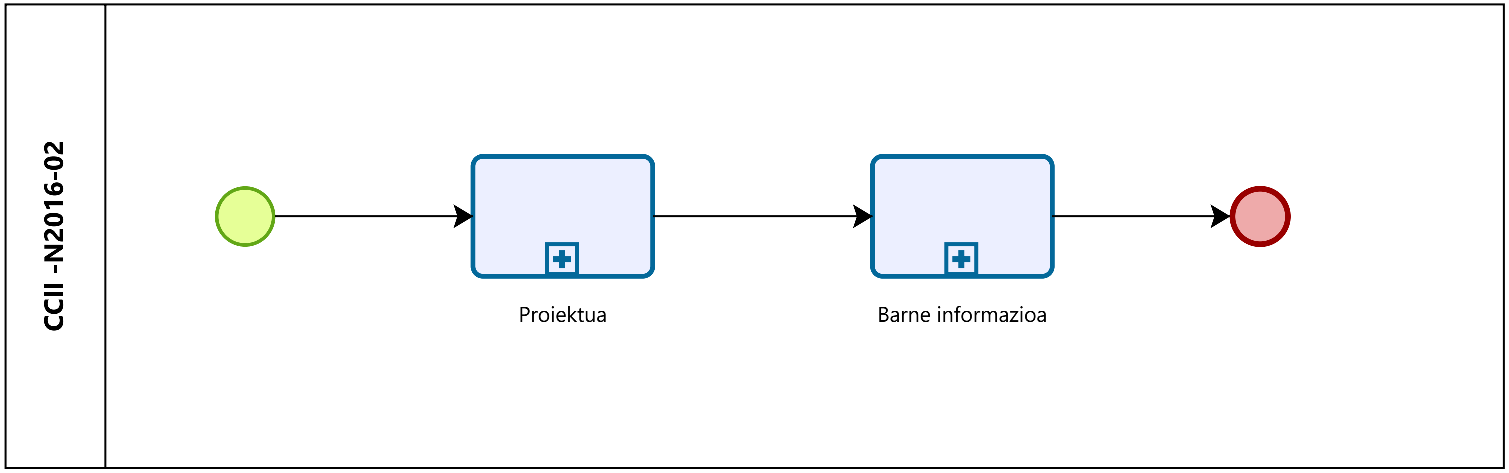
Proceso

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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3.1 CCII -N2016-02

3.1.1 ELEMENTOS DEL PROCESO

3.1.1.1 Proiektua

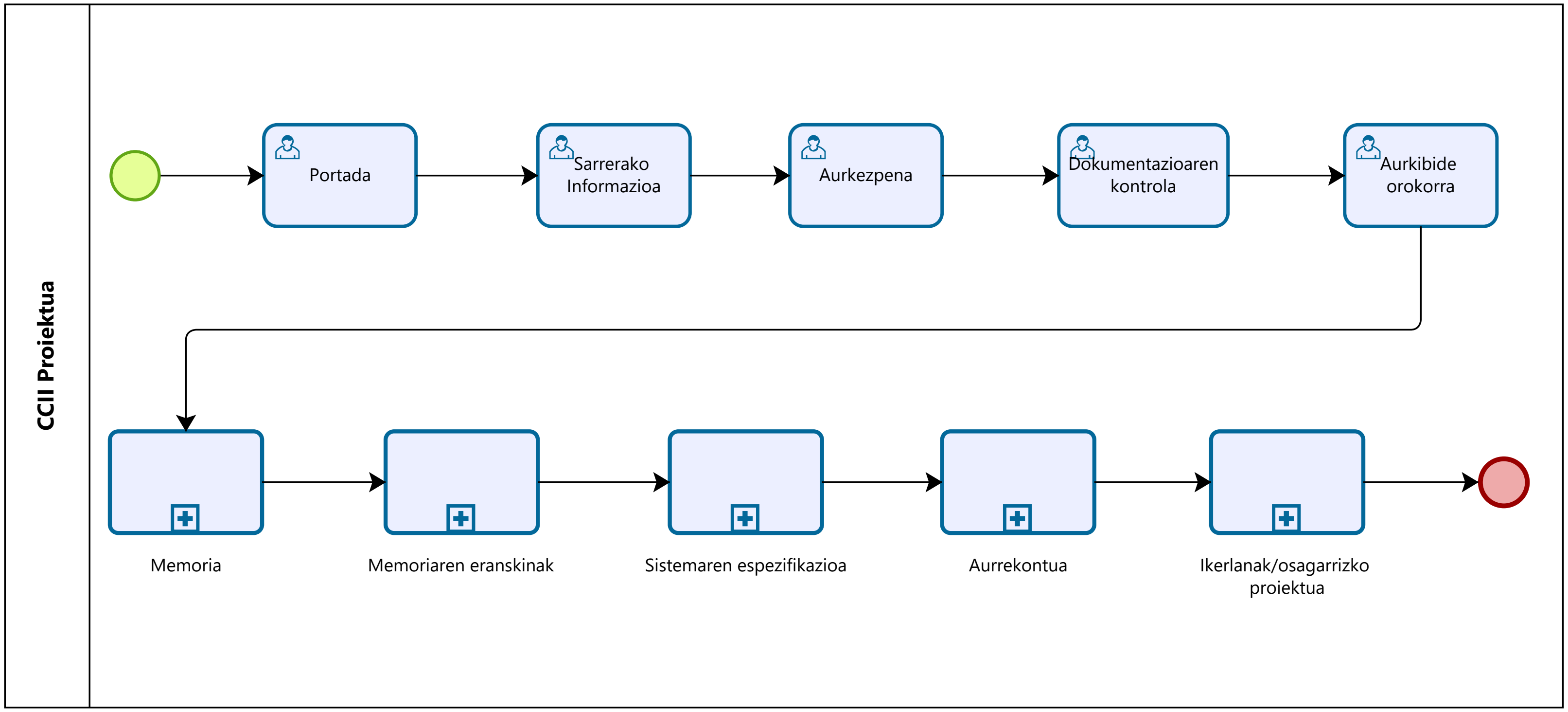
Proceso

3.1.1.2 Proiektua - CCII Proiektua Barne informazioa

Proceso

2.1.2.2. Inception CCII Barne informazioa - CCII Barne informazioa

4 PROIEKTUA


CCII Proiektua
Portada
Sarrerako Informazioa
Aurkezpena
Dokumentazioaren kontrola
Aurkibide orokorra
Memoria
Memoriaren eranskinak
Sistemaren espezifikazioa
Aurrekontua
Ikerlanak/osagarrizko proiektua

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1.0

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4.1 CCII PROIEKTUA

4.1.1 ELEMENTOS DEL PROCESO

4.1.1.1 Memoria

Proceso

Memoria - Memoria

4.1.1.2 Memoriaren eranskinak

Proceso

Memoriaren Eranskinak - Memoriaren Eranskinak

4.1.1.3 Sistemaren espezifikazioa

Proceso

Sistemaren Espezifikazioa - Sistemaren Espezifikaioa

4.1.1.4 Aurrekontua

Proceso

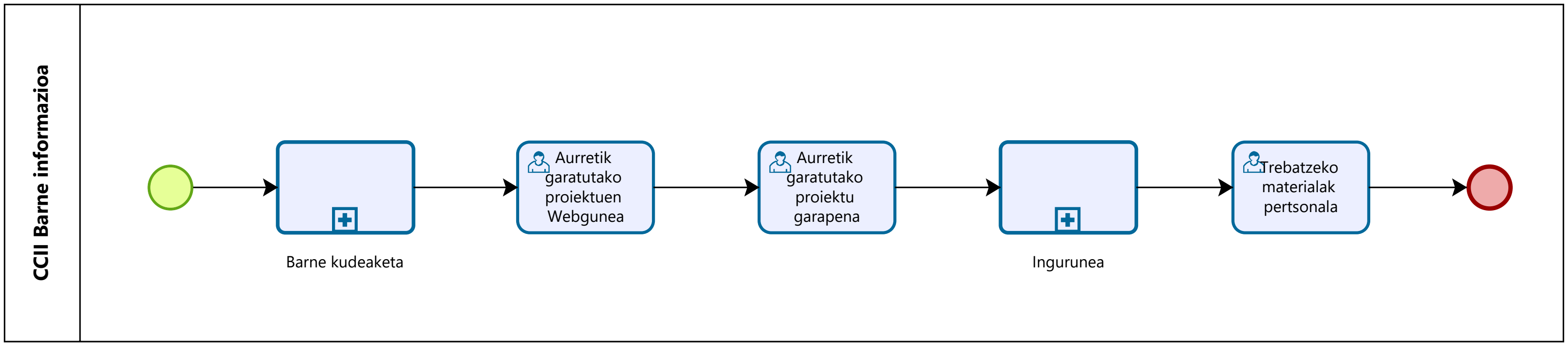
Aurrekontua - Aurrekontua

4.1.1.5 Ikerlanak/osagarrizko proiektua

Proceso

Ikerlanakosagarrizko proiektuak - Ikerlanak/osagarrizko proiektuak

5 2.1.2.2. INCEPTION CCII BARNE INFORMAZIOA


CCII Barne informazioa
Barne kudeaketa
Aurretik garatutako proiektuen Webgunea
Aurretik garatutako proiektu garapena
Ingurunea
Trebatzeko materialak pertsonala

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1.0

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5.1 CCII BARNE INFORMAZIOA

5.1.1 ELEMENTOS DEL PROCESO

5.1.1.1 Barne kudeaketa

Proceso

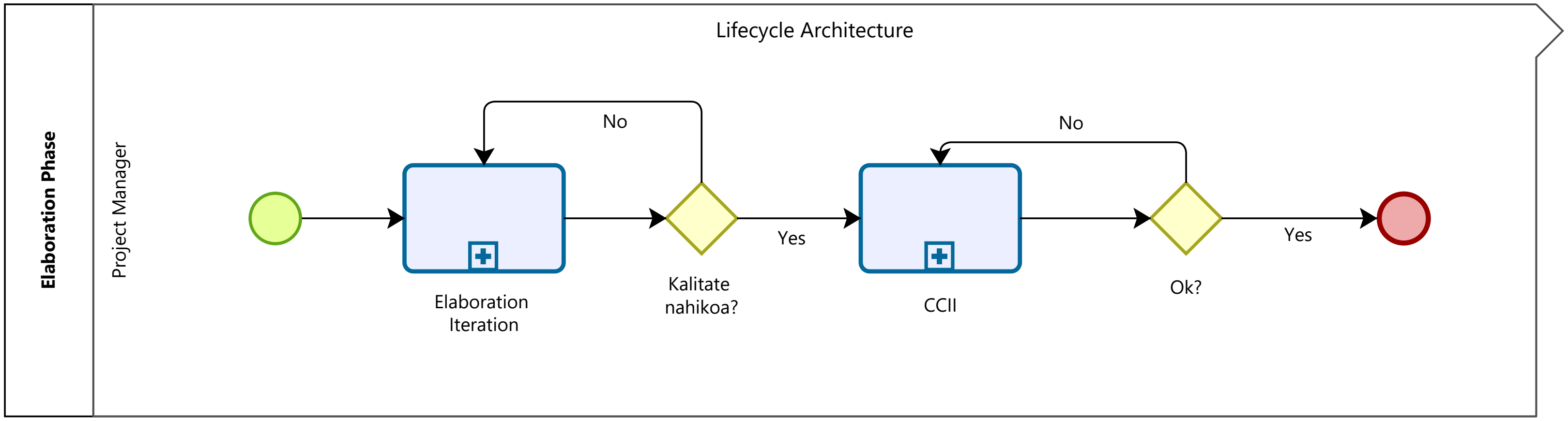
Barne Kudeaketa - Barne Kudeaketa

5.1.1.2 Ingurunea

Proceso

Ingurunea - Ingurunea

6 2.2. ELABORATION PHASE



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

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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

6.1.1.1 Elaboration Iteration

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

Proceso

6.1.1.2 3.2. Elaboration Iteration - Elaboration Iteration 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

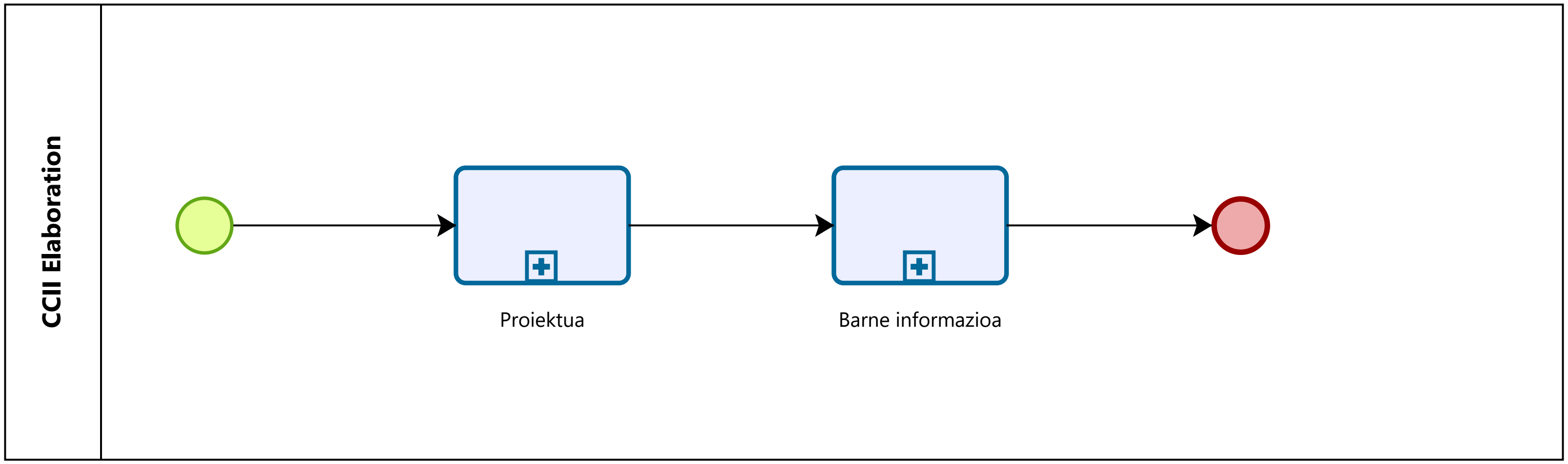
Proceso

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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7.1 CCII ELABORATION

7.1.1 ELEMENTOS DEL PROCESO

7.1.1.1 ▣Proiektua

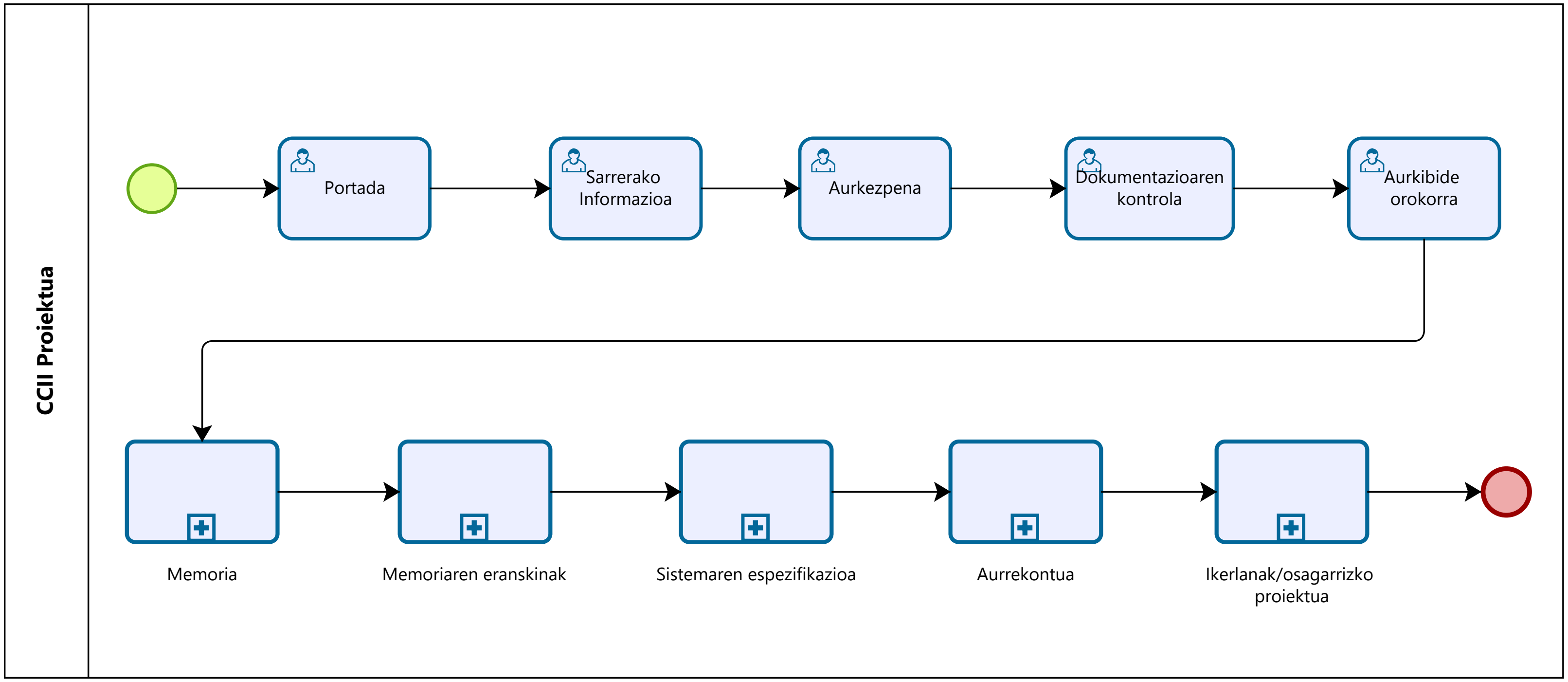
Proceso

7.1.1.2 2.2.2.1. Elaboration CCII Proiektua - CCII Proiektua▣Barne informazioa

Proceso

2.2.2.2. Elaboration CCII Barne informazioa - CCII Barne informazioa

8 2.2.2.1. ELABORATION CCII PROIEKTUA



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8.1 CCII PROIEKTUA

8.1.1 ELEMENTOS DEL PROCESO

8.1.1.1 Memoria

Proceso

Memoria - Memoria

8.1.1.2 Memoriaren eranskinak

Proceso

Memoriaren Eranskinak - Memoriaren Eranskinak

8.1.1.3 Sistemaren espezifikazioa

Proceso

Sistemaren Espezifikazioa - Sistemaren Espezifikaioa

8.1.1.4 Aurrekontua

Proceso

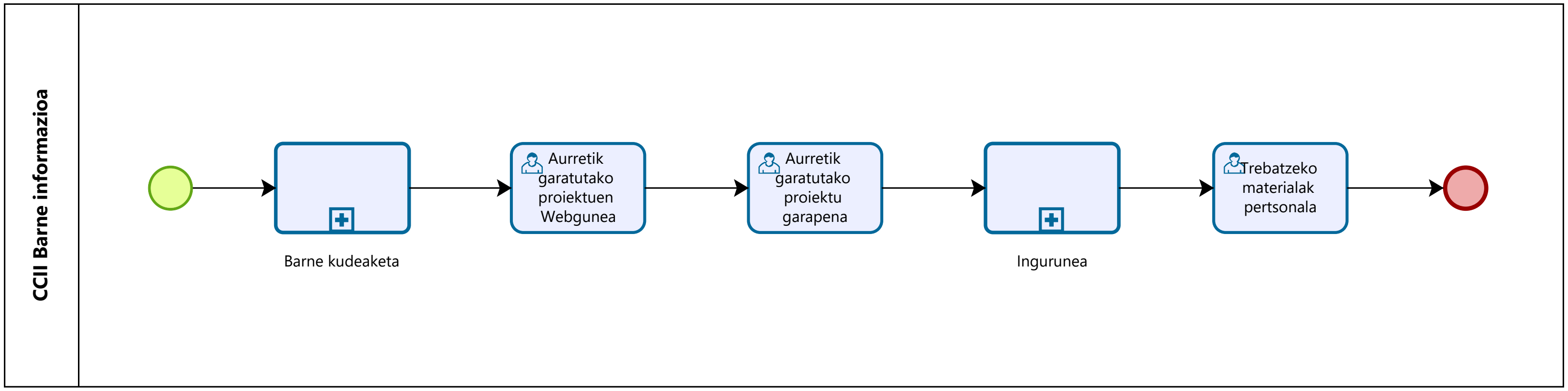
Aurrekontua - Aurrekontua

8.1.1.5 Ikerlanak/osagarrizko proiektua

Proceso

Ikerlanakosagarrizko proiektuak - Ikerlanak/osagarrizko proiektuak

9 2.2.2.2. ELABORATION CCII BARNE INFORMAZIOA


CCII Barne informazioa
Barne kudeaketa
Aurretik garatutako proiektuen Webgunea
Aurretik garatutako proiektu garapena
Ingurunea
Trebatzeko materialak pertsonala

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9.1 CCII BARNE INFORMAZIOA

9.1.1 ELEMENTOS DEL PROCESO

9.1.1.1 ▣Barne kudeaketa

Proceso

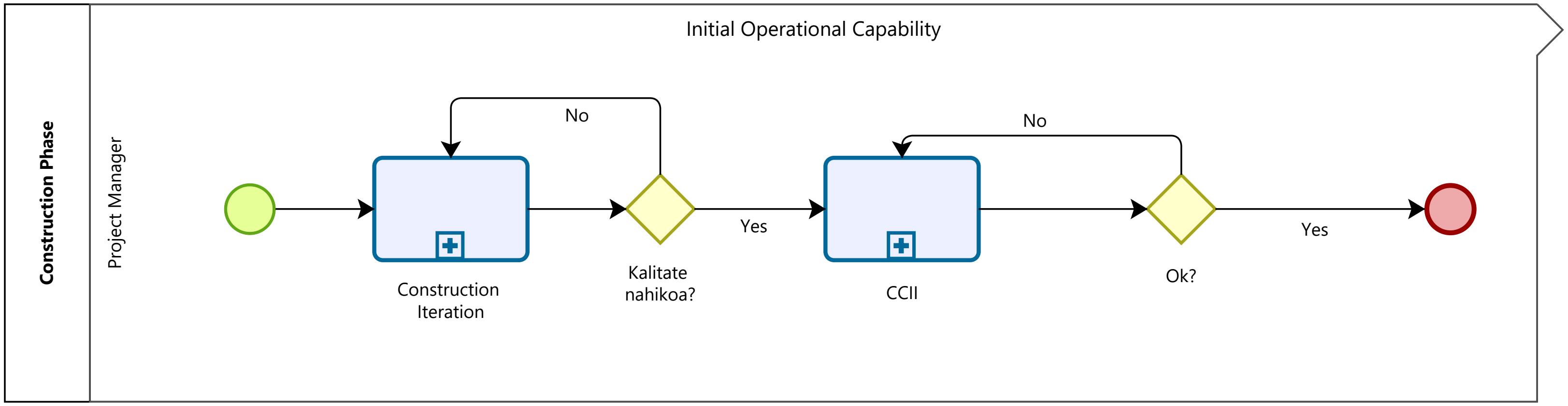
Barne Kudeaketa - Barne Kudeaketa

9.1.1.2 ▣Ingurunea

Proceso

Ingurunea - Ingurunea

10 2.3. CONSTRUCTION PHASE



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Descripción

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

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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

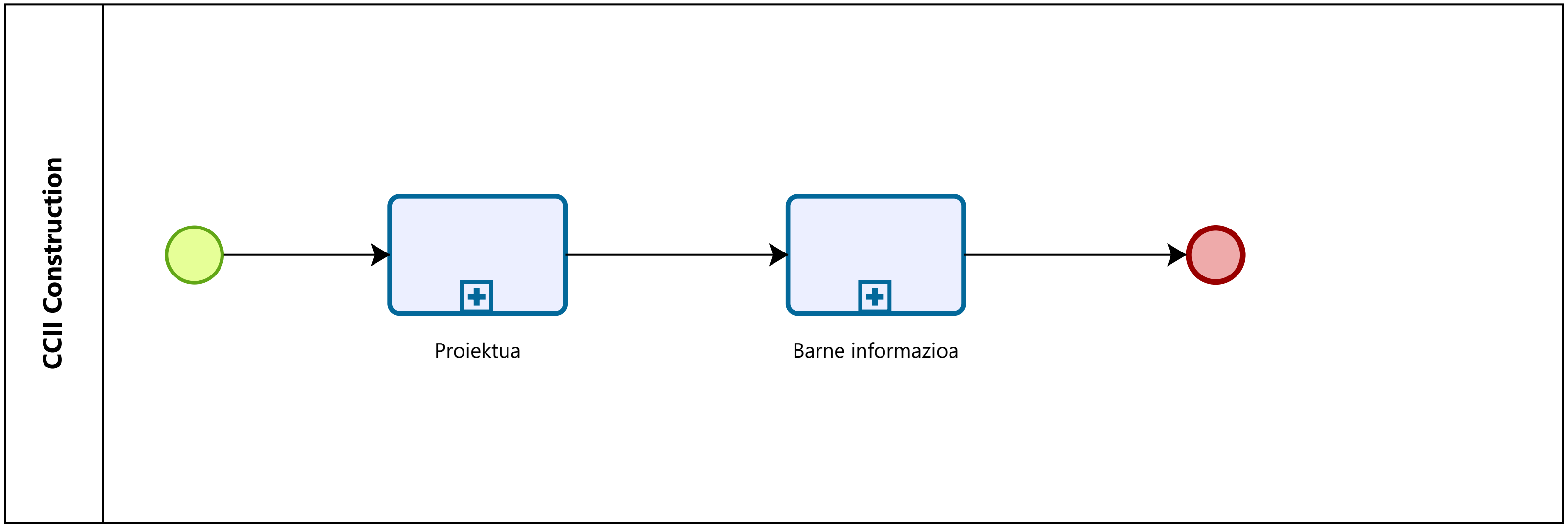
Proceso

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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Autor:

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11.1 CCII CONSTRUCTION

11.1.1 ELEMENTOS DEL PROCESO

11.1.1.1 Proiektua

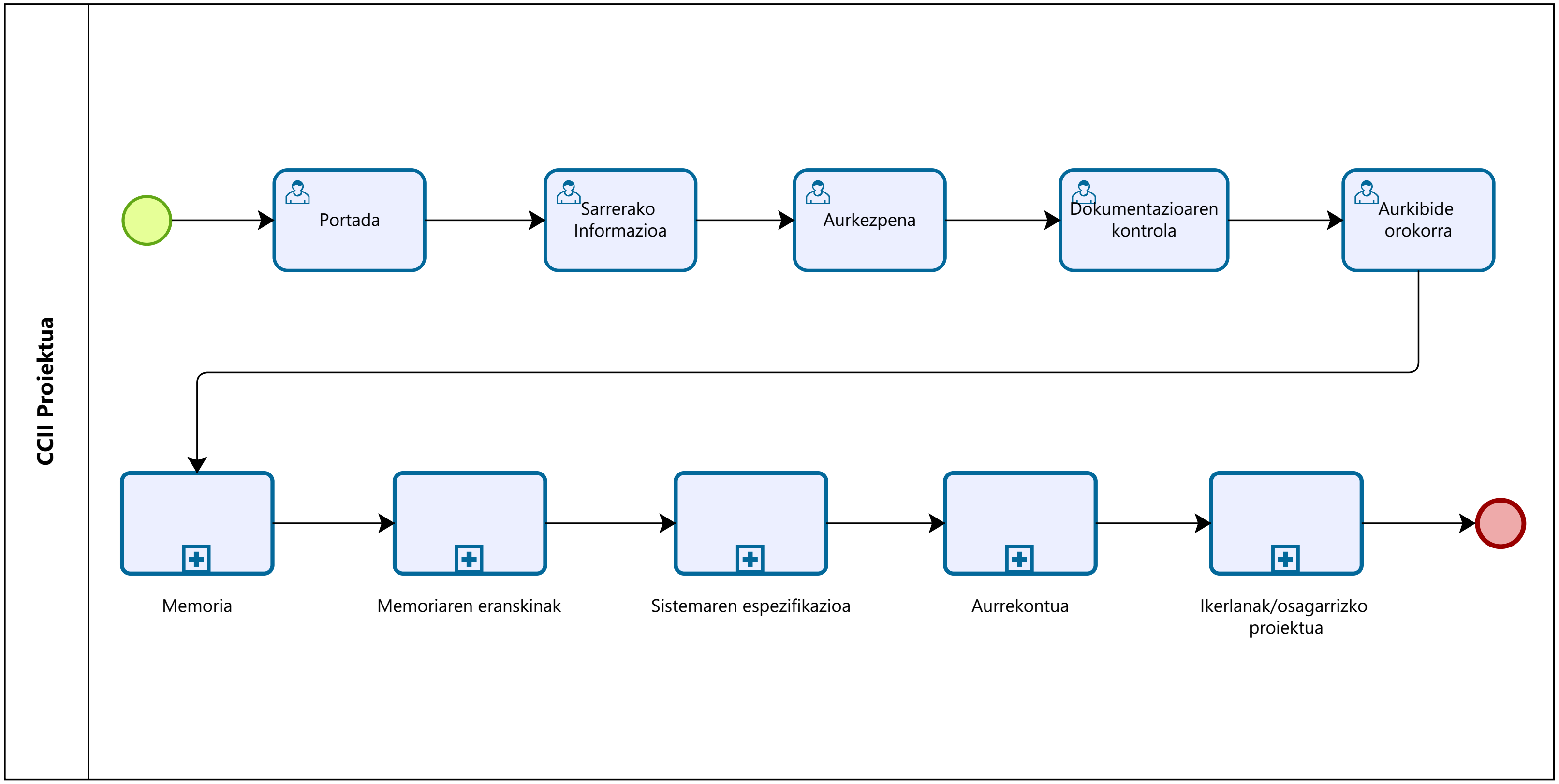
Proceso

11.1.1.2 2.3.2.1. Construction CCII Proiektua - CCII Proiektua Barne informazioa

Proceso

2.3.2.2. Construction CCII Barne informazioa - CCII Barne informazioa

12 2.3.2.1. CONSTRUCTION CCII PROIEKTUA



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12.1 CCII PROIEKTUA

12.1.1 ELEMENTOS DEL PROCESO

12.1.1.1 Memoria

Proceso

[Memoria - Memoria]

12.1.1.2 Memoriaren eranskinak

Proceso

[Memoriaren Eranskinak - Memoriaren Eranskinak]

12.1.1.3 Sistemaren espezifikazioa

Proceso

[Sistemaren Espezifikazioa - Sistemaren Espezifikaioa]

12.1.1.4 Aurrekontua

Proceso

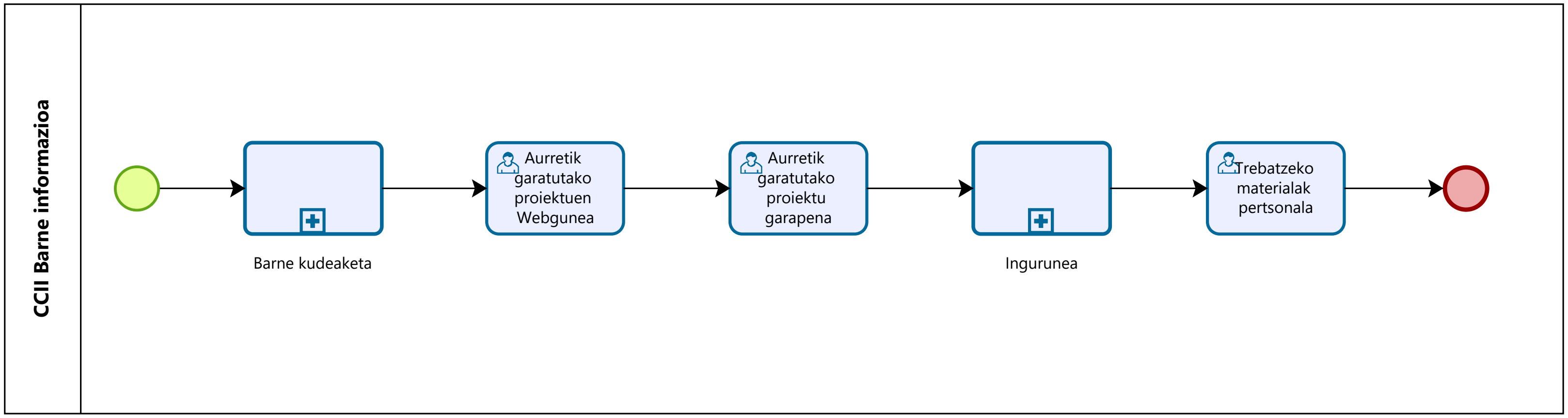
[Aurrekontua - Aurrekontua]

12.1.1.5 Ikerlanak/osagarrizko proiektua

Proceso

[Ikerlanakosagarrizko proiektuak - Ikerlanak/osagarrizko proiektuak]

13 2.3.2.2. CONSTRUCTION CCII BARNE INFORMAZIOA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Barne kudeaketa
Aurretik garatutako proiektuen Webgunea
Aurretik garatutako proiektu garapena
Ingurunea
Trebatzeko materialak pertsonala

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1.0

Autor:

34618

13.1 CCII BARNE INFORMAZIOA

13.1.1 ELEMENTOS DEL PROCESO

13.1.1.1 Barne kudeaketa

Proceso

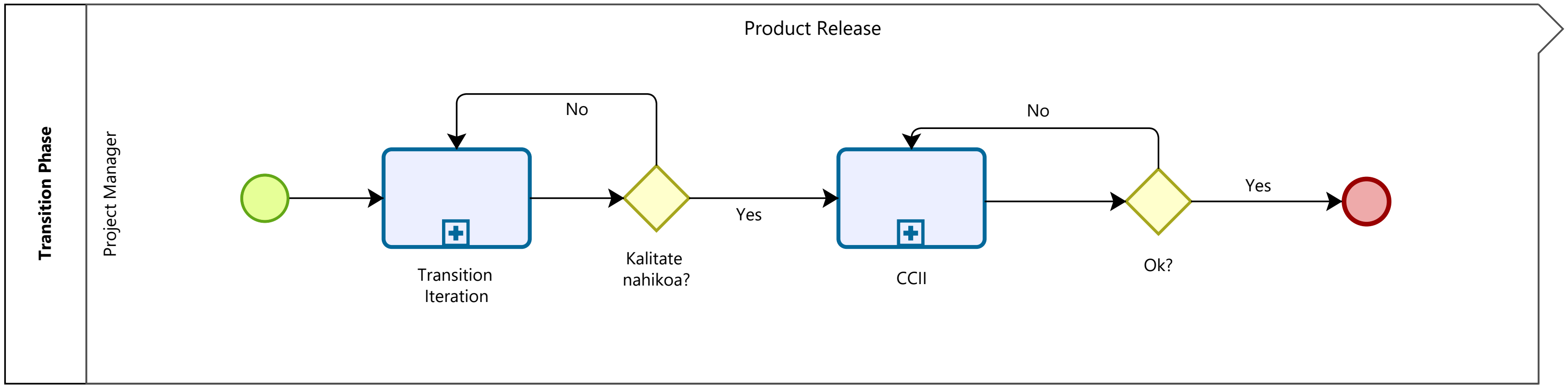
Barne Kudeaketa - Barne Kudeaketa

13.1.1.2 Ingurunea

Proceso

Ingurunea - Ingurunea

142.4. TRANSITION PHASE



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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.

Versión:

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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

14.1.1.1 Transition Iteration

Descripción

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

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

14.1.1.3 CCII

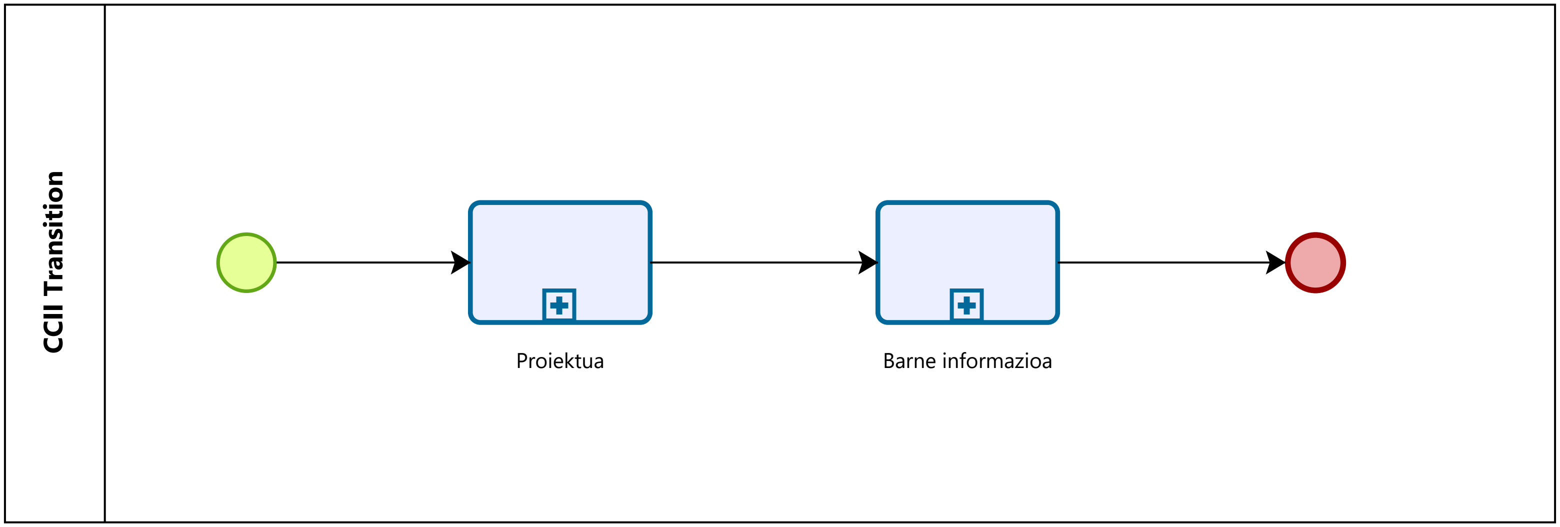
Proceso

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.

15 2.4.2. TRANSITION CCII



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15.1 CCII TRANSITION

15.1.1 ELEMENTOS DEL PROCESO

15.1.1.1 ▣Proiektua

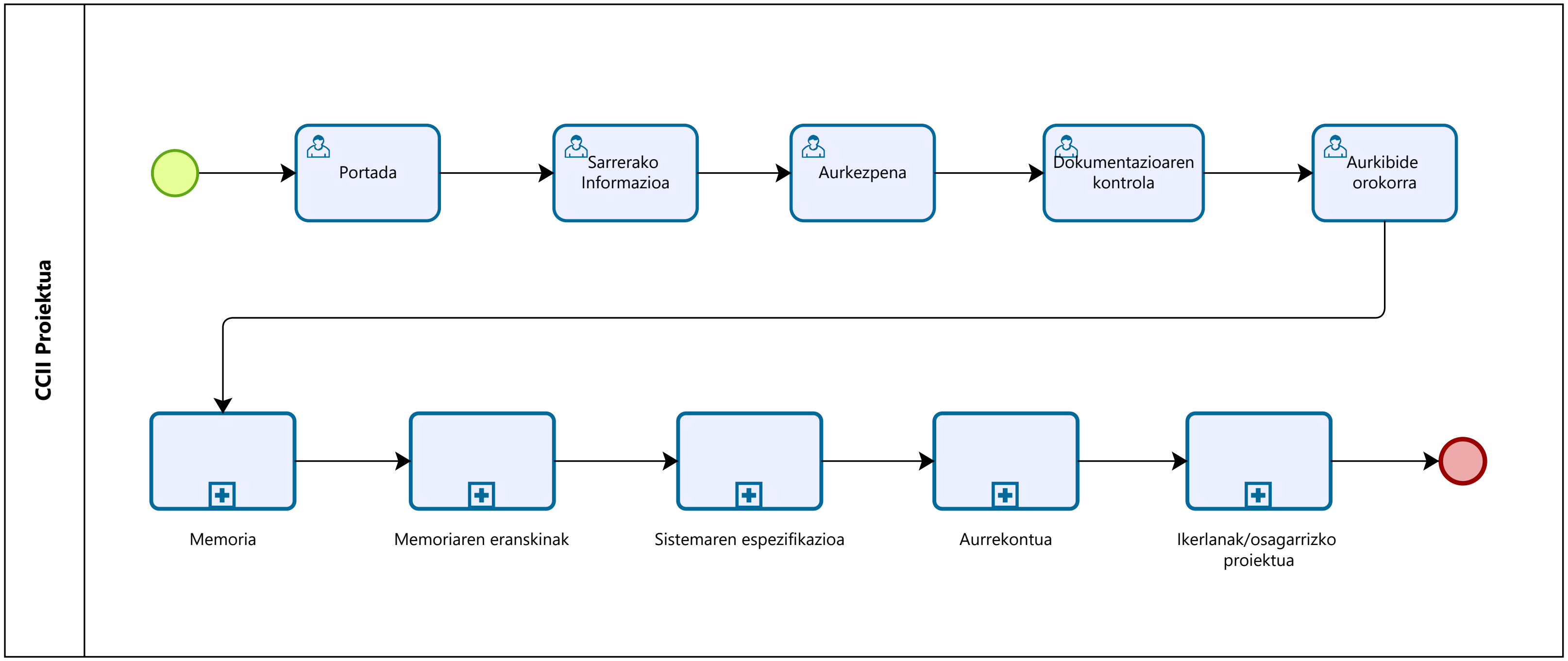
Proceso

15.1.1.2 2.4.2.1. Transition CCII Proiektua - CCII Proiektua▣Barne informazioa

Proceso

2.4.2.2. Inception CCII Barne informazioa - CCII Barne informazioa

16 2.4.2.1. TRANSITION CCII PROIEKTUA



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16.1 CCII PROIEKTUA

16.1.1 ELEMENTOS DEL PROCESO

16.1.1.1 Memoria

Proceso

Memoria - Memoria

16.1.1.2 Memoriaren eranskinak

Proceso

Memoriaren Eranskinak - Memoriaren Eranskinak

16.1.1.3 Sistemaren espezifikazioa

Proceso

Sistemaren Espezifikazioa - Sistemaren Espezifikaioa

16.1.1.4 Aurrekontua

Proceso

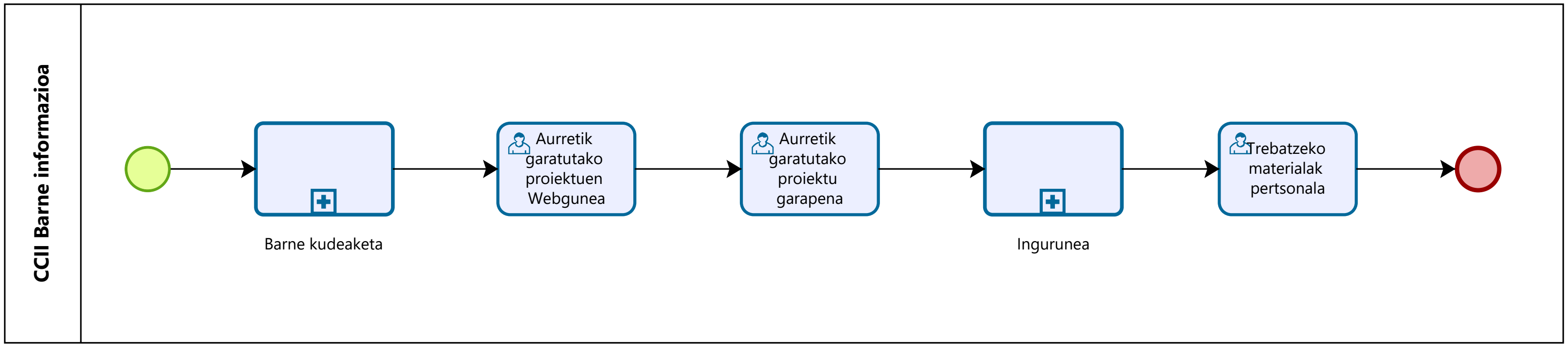
Aurrekontua - Aurrekontua

16.1.1.5 Ikerlanak/osagarrizko proiektua

Proceso

Ikerlanakosagarrizko proiektuak - Ikerlanak/osagarrizko proiektuak

17 2.4.2.2. INCEPTION CCII BARNE INFORMAZIOA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Aurretik garatutako proiektu garapena
Ingurunea
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17.1 CCII BARNE INFORMAZIOA

17.1.1 ELEMENTOS DEL PROCESO

17.1.1.1 Barne kudeaketa

Proceso

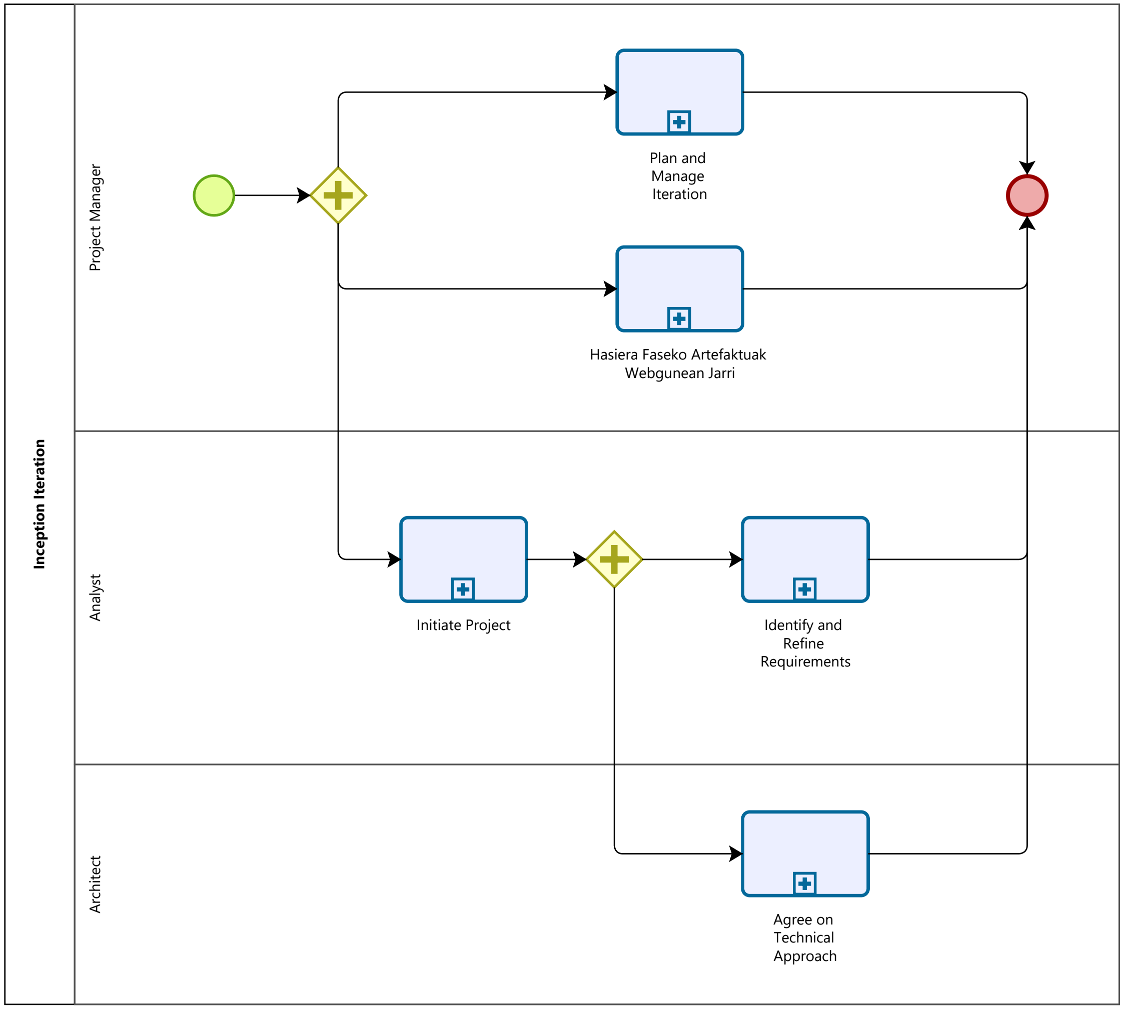
Barne Kudeaketa - Barne Kudeaketa

17.1.1.2 Ingurunea

Proceso

Ingurunea - Ingurunea

18 3.1. INCEPTION ITERATION


Inception Iteration
Project Manager
Analyst
Architect
Plan and Manage Iteration
Hasiera Faseko Artefaktuak Webgunean Jarri
Initiate Project
Identify and Refine Requirements
Agree on Technical Approach

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

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Autor:

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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

18.1.1.1 Initiate Project

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 Identify and Refine Requirements

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

Proceso

18.1.1.3 4. Identify and Refine Requirements - Identify and Refine Requirements Agree on Technical Approach

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

Proceso

18.1.1.4 4. Agree on Technical Approach - Agree on Technical Approach 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

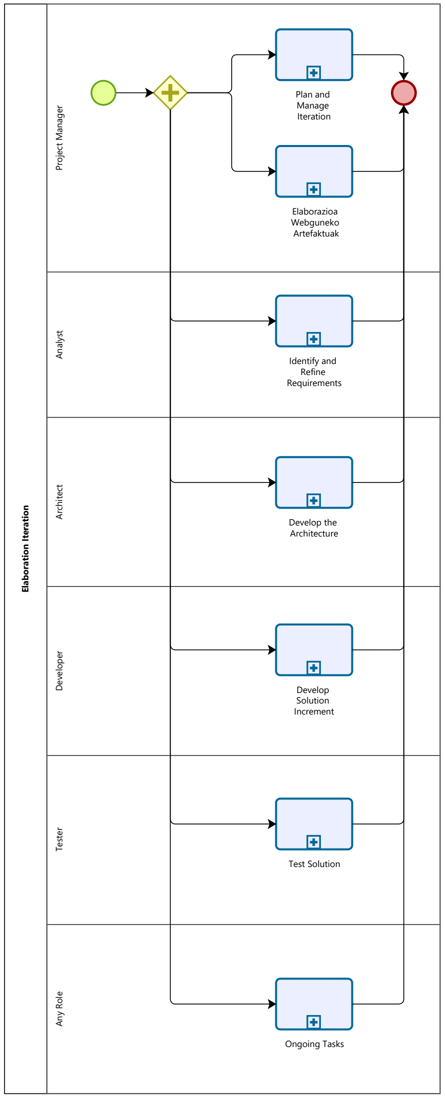
Proceso

18.1.1.5 4. Plan and Manage Iteration - Plan and Manage Iteration Hasiera Faseko Artefaktuak Webgunean Jarri

Proceso

4. Hasiera Webguneko Artefaktuak - Hasiera Webguneko Artefaktuak

193.2. ELABORATION ITERATION


Elaboration Iteration
Project Manager
Plan and Manage Iteration
Elaborazioa Webguneko Artefaktuak
Analyst
Identify and Refine Requirements
Architect
Develop the Architecture
Developer
Develop Solution Increment
Tester
Test Solution
Any Role
Ongoing Tasks

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

19.1.1.1 Identify and Refine Requirements

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

Proceso

19.1.1.2 4. Identify and Refine Requirements - Identify and Refine Requirements Develop the Architecture

Descripción
Develop the architecturally significant requirements prioritzed for this iteration.

Proceso

19.1.1.3 4. Develop the Architecture - Develop the Architecture Develop Solution Increment

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

Proceso

19.1.1.4 4. Develop Solution Increment - Develop Solution Increment Test Solution

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.

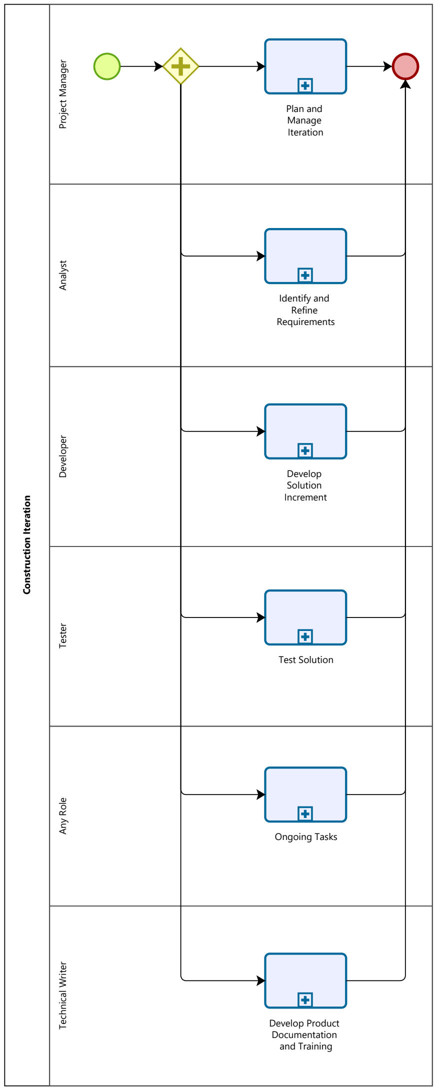
Proceso

19.1.1.7 4. Ongoing Tasks - Ongoing Tasks Elaborazioa Webguneko Artefaktuak

Proceso

4. Elaborazioa Webguneko Artefaktuak - Elaborazioa Webguneko Artefaktuak

20 3.3. CONSTRUCTION ITERATION


Construction Iteration
Project Manager
Analyst
Developer
Tester
Any Role
Technical Writer
Plan and Manage Iteration
Identify and Refine Requirements
Develop Solution Increment
Test Solution
Ongoing Tasks
Develop Product Documentation and Training

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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

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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

20.1.1.1 Identify and Refine Requirements

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

Proceso

20.1.1.2 4. Identify and Refine Requirements - Identify and Refine Requirements Develop Solution Increment

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 4. Plan and Manage Iteration - Plan and Manage IterationOngoing Tasks

Descripción

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

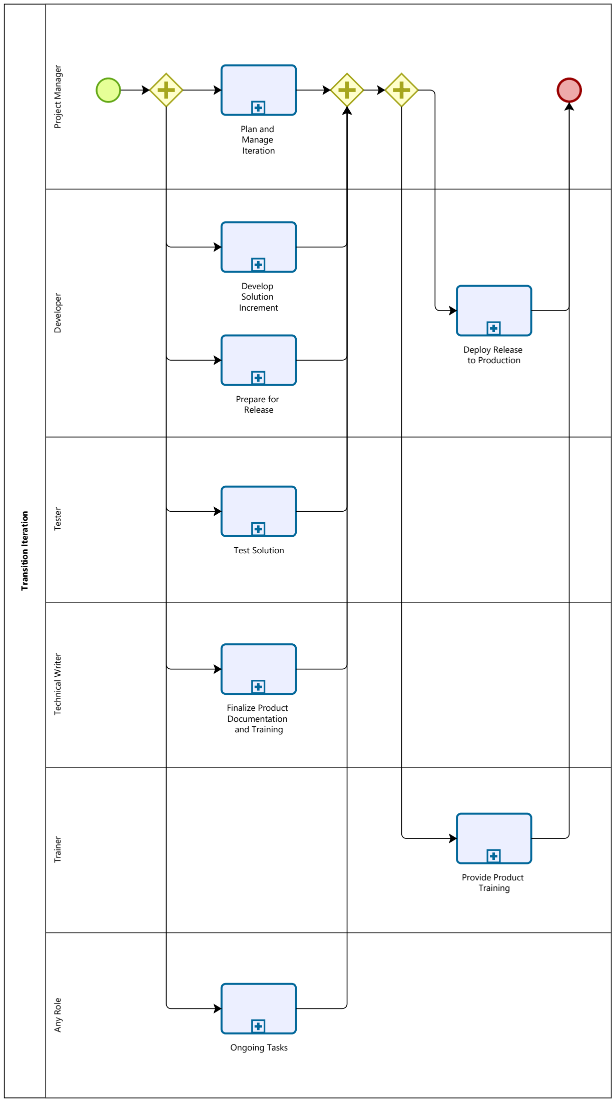
Proceso

20.1.1.6 4. Ongoing Tasks - Ongoing TasksDevelop Product Documentation and Training

Descripción

This activity prepares product documentation and training materials

213.4. TRANSITION ITERATION


Transition Iteration
Project Manager
Developer
Tester
Technical Writer
Trainer
Any Role
Plan and Manage Iteration
Develop Solution Increment
Prepare for Release
Deploy Release to Production
Test Solution
Finalize Product Documentation and Training
Provide Product Training
Ongoing Tasks

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 4. Develop Solution Increment - Develop Solution Increment Test Solution

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

Proceso

21.1.1.3 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

21.1.1.4 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

21.1.1.5 4. Ongoing Tasks - Ongoing Tasks Prepare for Release

Descripción

This activity prepares a product for release.

21.1.1.6 Finalize Product Documentation and Training

Descripción

This activity prepares product documentation and training materials

21.1.1.7 Deploy Release to Production

Descripción

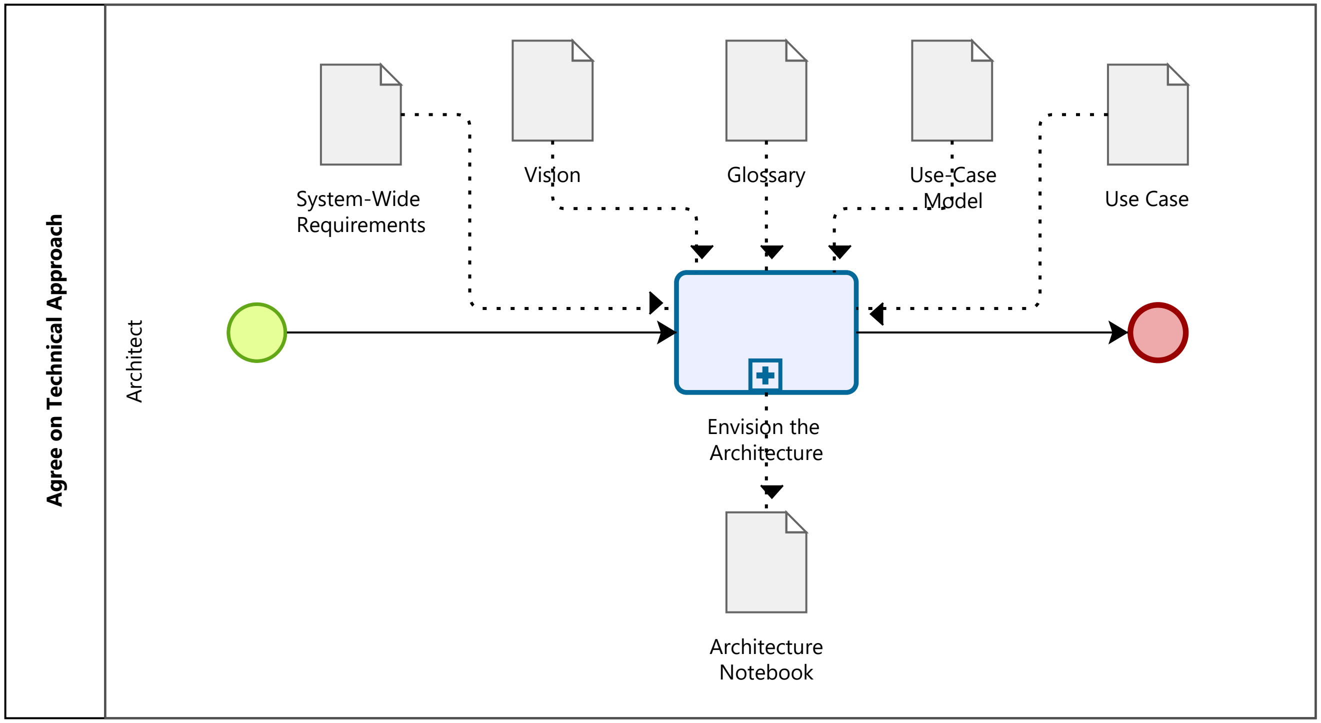
This activity results in the release of a set of integrated components into the production environment.

21.1.1.8 Provide Product Training

Descripción

This activity provides product training.

22 4. AGREE ON TECHNICAL APPROACH



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Descripción

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

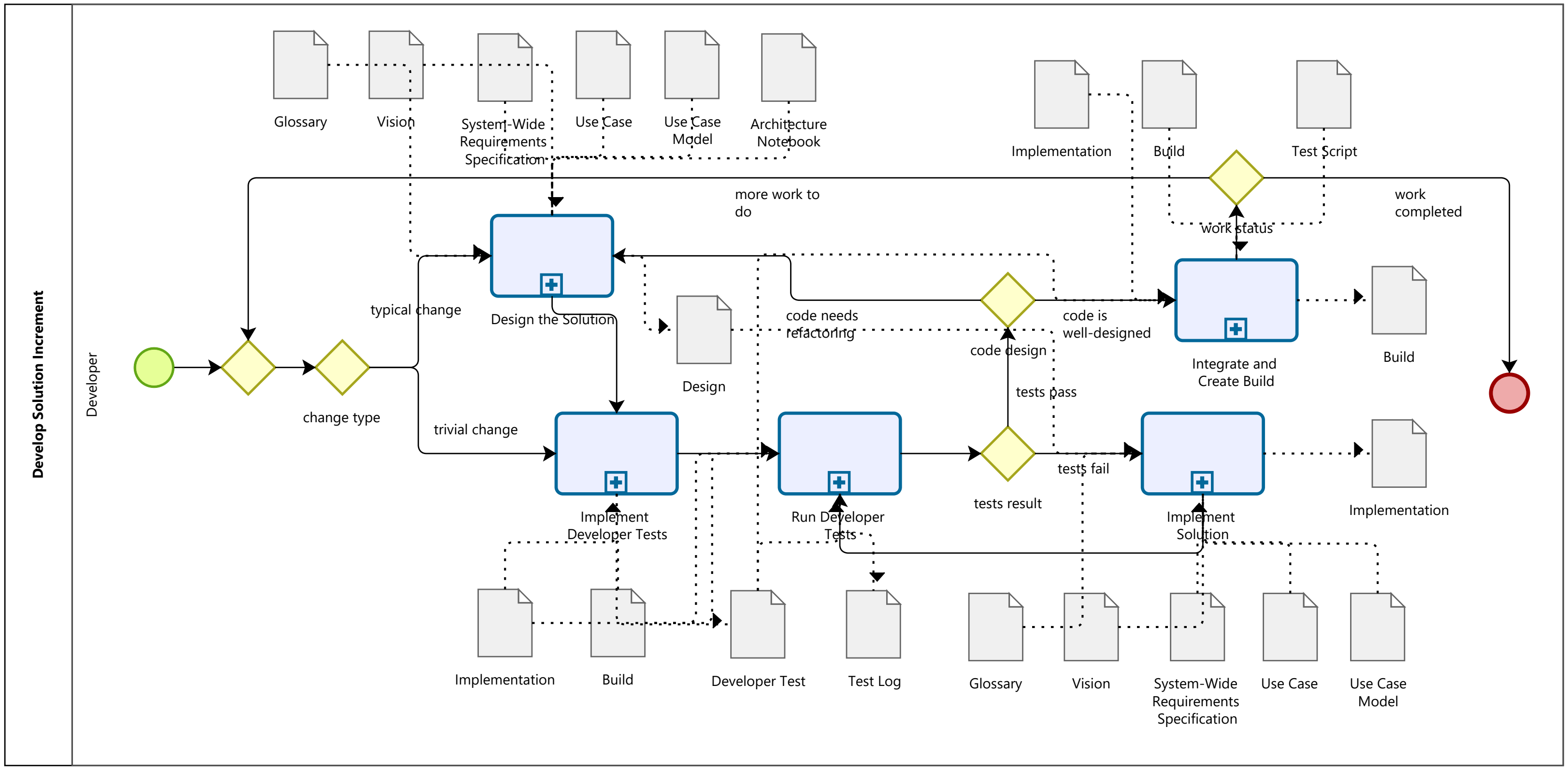
Proceso

22.1.1.2 5. Envision the Architecture - Envision the Architecture 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.

23 4. DEVELOP SOLUTION INCREMENT



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Descripción
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 5. Design the Solution - Design the Solution Implement Developer Tests

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

Ejecutantes

Developer

Proceso

23.1.1.3 5. Implement Developer Tests - Implement Developer Tests 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 5. Run Developer Tests - Run Developer Tests Implement Solution

Descripción

Implement source code to provide new functionality or fix defects.

Ejecutantes

Developer

Proceso

23.1.1.5 5. Implement Solution - Implement Solution 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.

Ejecutantes

Developer

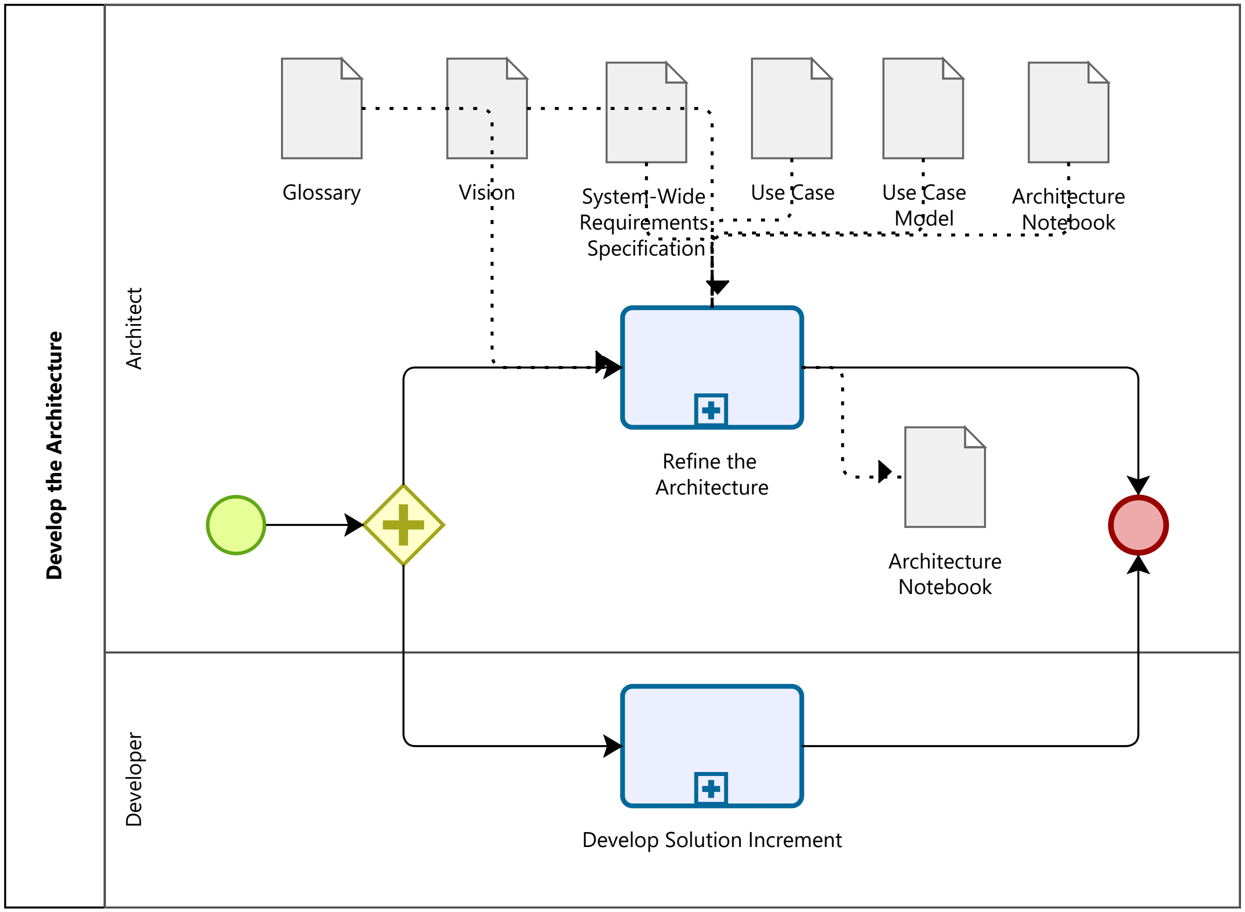
Proceso

23.1.1.6 5. Integrate and Create Build - Integrate and Create Build 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.

24 4. DEVELOP THE ARCHITECTURE



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Descripción
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 5. Refine the Architecture - Refine the Architecture Develop Solution Increment

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

Ejecutantes

Developer

Proceso

24.1.1.3 4. Develop Solution Increment - Develop Solution Increment Architect

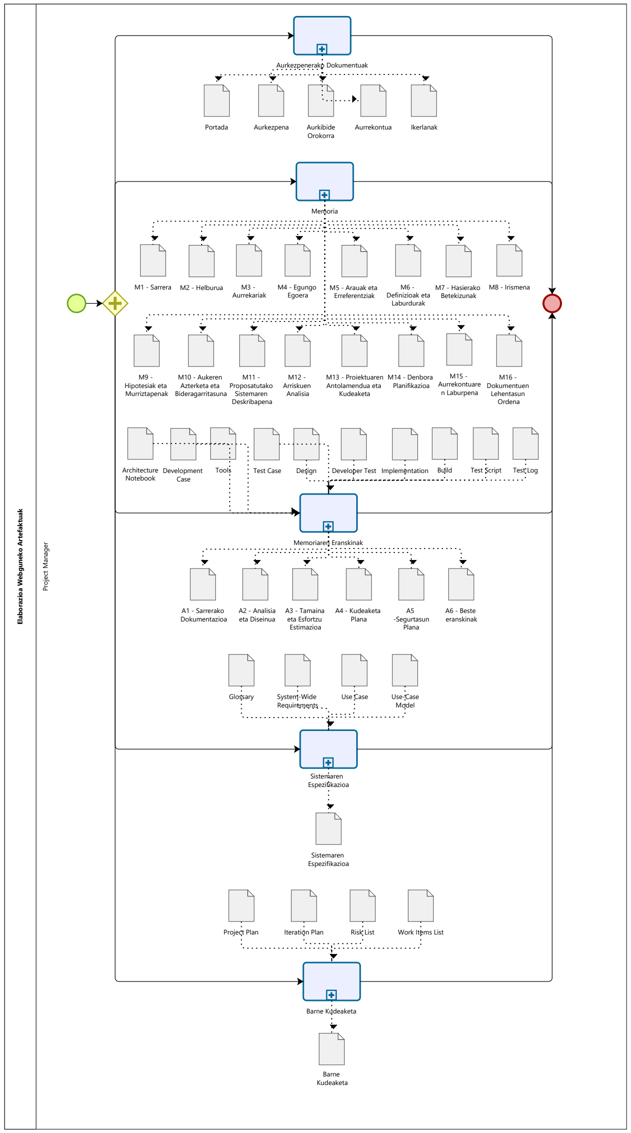
Descripción
This role is responsible for defining the software architecture, which includes making the key technical decisions that constrain the overall design and implementation of the project.

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.

25 4. ELABORAZIOA WEBGUNEKO ARTEFAKTUAK


Elaborazioa Webguneko Artefaktuak
Project Manager
Aurkezpenerako Dokumentuak
Portada
Aurkezpena
Aurkibide Orokorra
Aurrekontua
Ikerlanak
Memoria
M1 - Sarrera
M2 - Helburua
M3 - Aurrekariak
M4 - Egungo Egoera
M5 - Arauak eta Erreferentziak
M6 - Definizioak eta Laburdurak
M7 - Hasierako Betekizunak
M8 - Irismena
M9 - Hipotesiak eta Murriztapenak
M10 - Aukeren Azterketa eta Bideragarritasuna
M11 - Proposatutako Sistemaren Deskribapena
M12 - Arriskuen Analisia
M13 - Proiektuaren Antolamendua eta Kudeaketa
M14 - Denbora Planifikazioa
M15 - Aurrekontuaren Laburpena
M16 - Dokumentuen Lehentasun Ordena
Architecture Notebook
Development Case
Tools
Test Case
Design
Developer Test
Implementation
Build
Test Script
Test Log
Memoriaren Eranskinak
A1 - Sarrerako Dokumentazioa
A2 - Analisia eta Diseinua
A3 - Tamaina eta Esfortzu Estimazioa
A4 - Kudeaketa Plana
A5 -Segurtasun Plana
A6 - Beste eranskinak
Glossary
System-Wide Requirements
Use Case
Use-Case Model
Sistemaren Espezifikazioa
Sistemaren Espezifikazioa
Project Plan
Iteration Plan
Risk List
Work Items List
Barne Kudeaketa
Barne Kudeaketa

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Versión:

1.0

Autor:

ehu

25.1 ELABORAZIOA WEBGUNEKO ARTEFAKTUAK

25.1.1 ELEMENTOS DEL PROCESO

25.1.1.1 Barne Kudeaketa

Ejecutantes

Project Manager

Proceso

25.1.1.2 5. Barne Kudeaketa - Barne Kudeaketa Aurkezpenerako Dokumentuak

Ejecutantes

Project Manager

Proceso

25.1.1.3 5. Aurkezpenerako Dokumentuak - Aurkezpenerako Dokumentuak Memoriaren Eranskinak

Ejecutantes

Project Manager

Proceso

25.1.1.4 5. Memoriaren Eranskinak - Memoriaren Eranskinak Sistemaren Espezifikazioa

Ejecutantes

Project Manager

Proceso

25.1.1.5 5. Sistemaren Espezifikazioa - Sistemaren Espezifikazioa Memoria

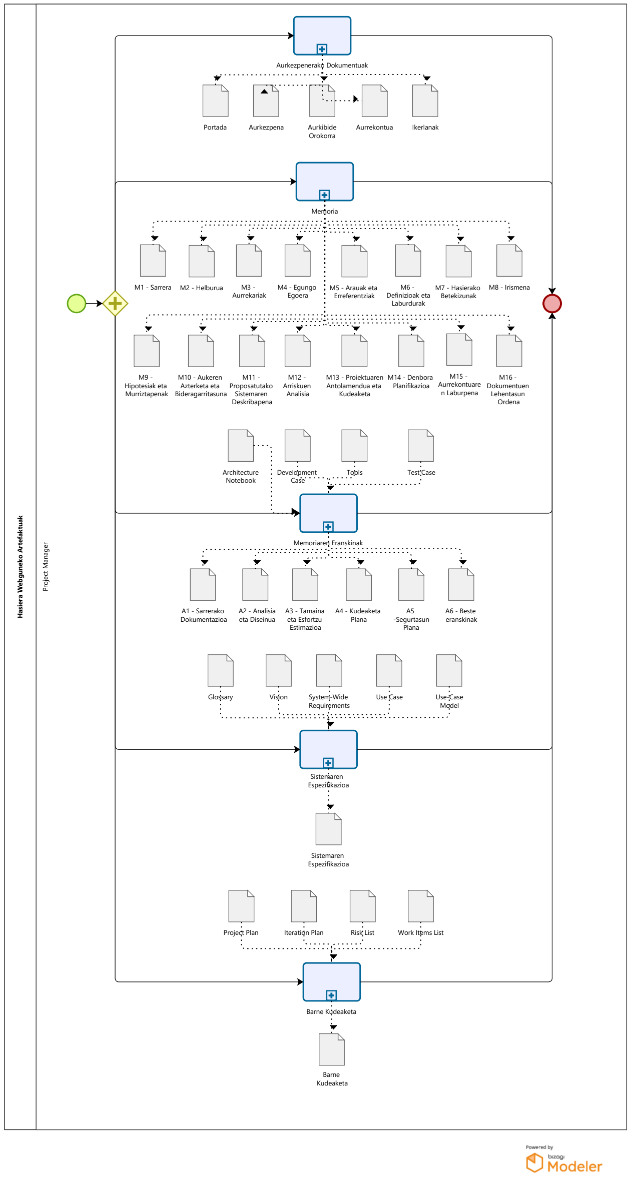
Ejecutantes

Project Manager

Proceso

5. Memoria - Memoria

26 4. HASIERA WEBGUNEKO ARTEFAKTUAK


Hasiera Webguneko Artefaktuak
Project Manager
Aurkezpenerako Dokumentuak
Portada
Aurkezpena
Aurkibide Orokorra
Aurrekontua
Ikerlanak
Memoria
M1 - Sarrera
M2 - Helburua
M3 - Aurrekariak
M4 - Egungo Egoera
M5 - Arauak eta Erreferentziak
M6 - Definizioak eta Laburdurak
M7 - Hasierako Betekizunak
M8 - Irismena
M9 - Hipotesiak eta Murriztapenak
M10 - Aukeren Azterketa eta Bideragarritasuna
M11 - Proposatutako Sistemaren Deskribapena
M12 - Arriskuen Analisia
M13 - Proiektuaren Antolamendua eta Kudeaketa
M14 - Denbora Planifikazioa
M15 - Aurrekontuaren Laburpena
M16 - Dokumentuen Lehentasun Ordena
Architecture Notebook
Development Case
Tools
Test Case
Memoriaren Eranskinak
A1 - Sarrerako Dokumentazioa
A2 - Analisia eta Diseinua
A3 - Tamaina eta Esfortzu Estimazioa
A4 - Kudeaketa Plana
A5 -Segurtasun Plana
A6 - Beste eranskinak
Glossary
Vision
System-Wide Requirements
Use Case
Use-Case Model
Sistemaren Espezifikazioa
Sistemaren Espezifikazioa
Project Plan
Iteration Plan
Risk List
Work Items List
Barne Kudeaketa
Barne Kudeaketa
Powered by
bizagi
Modeler

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 5. Barne Kudeaketa - Barne Kudeaketa▣Aurkezpenerako Dokumentuak

Ejecutantes

Project Manager

Proceso

26.1.1.3 5. Aurkezpenerako Dokumentuak - Aurkezpenerako Dokumentuak▣Memoriaren Eranskinak

Ejecutantes

Project Manager

Proceso

26.1.1.4 5. Memoriaren Eranskinak - Memoriaren Eranskinak▣Sistemaren Espezifikazioa

Ejecutantes

Project Manager

Proceso

26.1.1.5 5. Sistemaren Espezifikazioa - Sistemaren Espezifikazioa▣Memoria

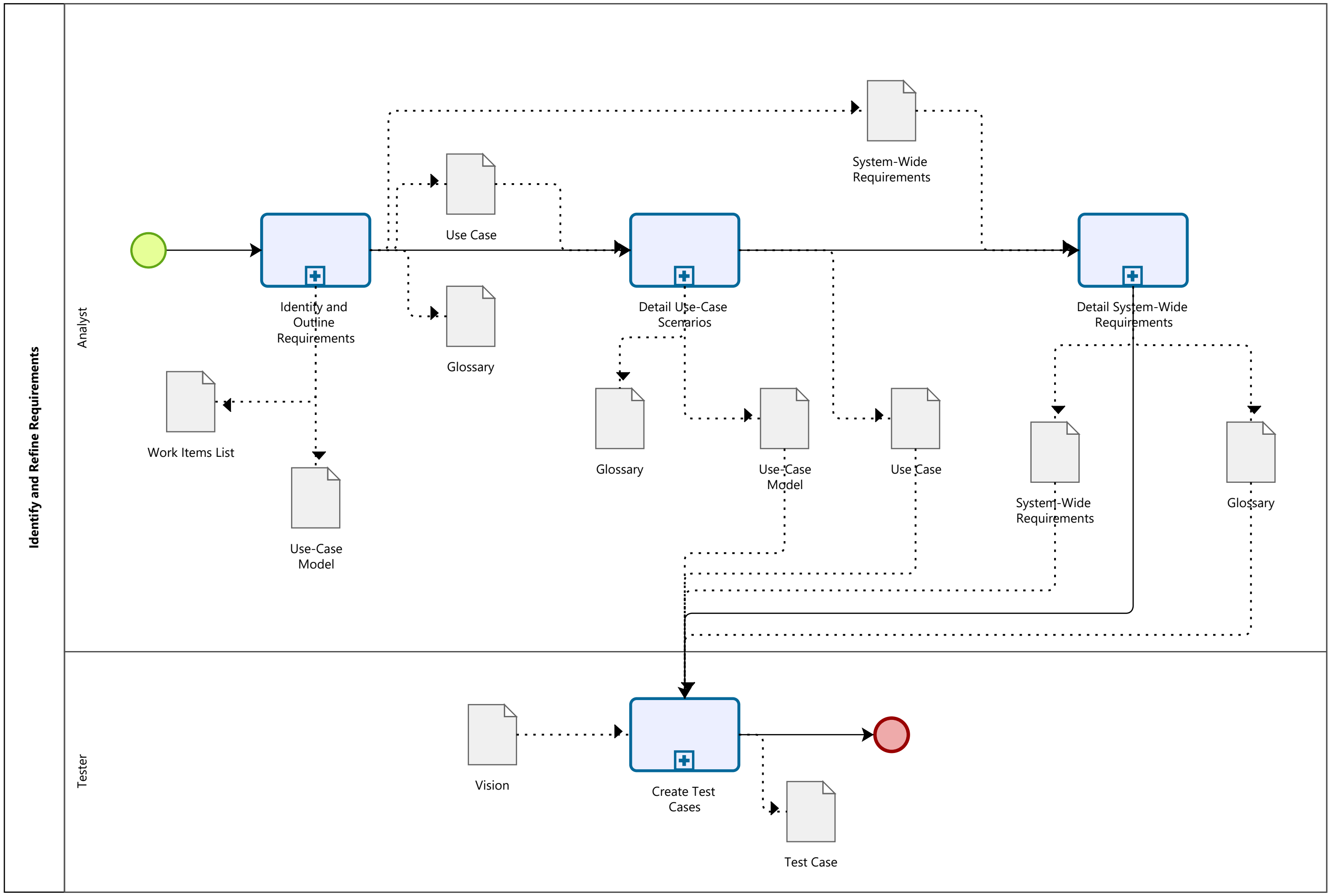
Ejecutantes

Project Manager

Proceso

5. Memoria - Memoria

274. IDENTIFY AND REFINE REQUIREMENTS



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Descripción
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

27.1.1.1 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.

Ejecutantes

Analyst

Proceso

27.1.1.2 5. Identify and Outline Requirements - Identify and Outline Requirements Detail Use-Case Scenarios

Descripción
This task describes how to detail requirements for the system.

Ejecutantes

Analyst

Proceso

27.1.1.3 5. Detail Use-Case Scenarios - Detail Use-Case Scenarios Detail System-Wide Requirements

Proceso

27.1.1.4 5. Detail System-Wide Requirements - Detail System-Wide Requirements Create Test Cases

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

Ejecutantes

Tester

Proceso

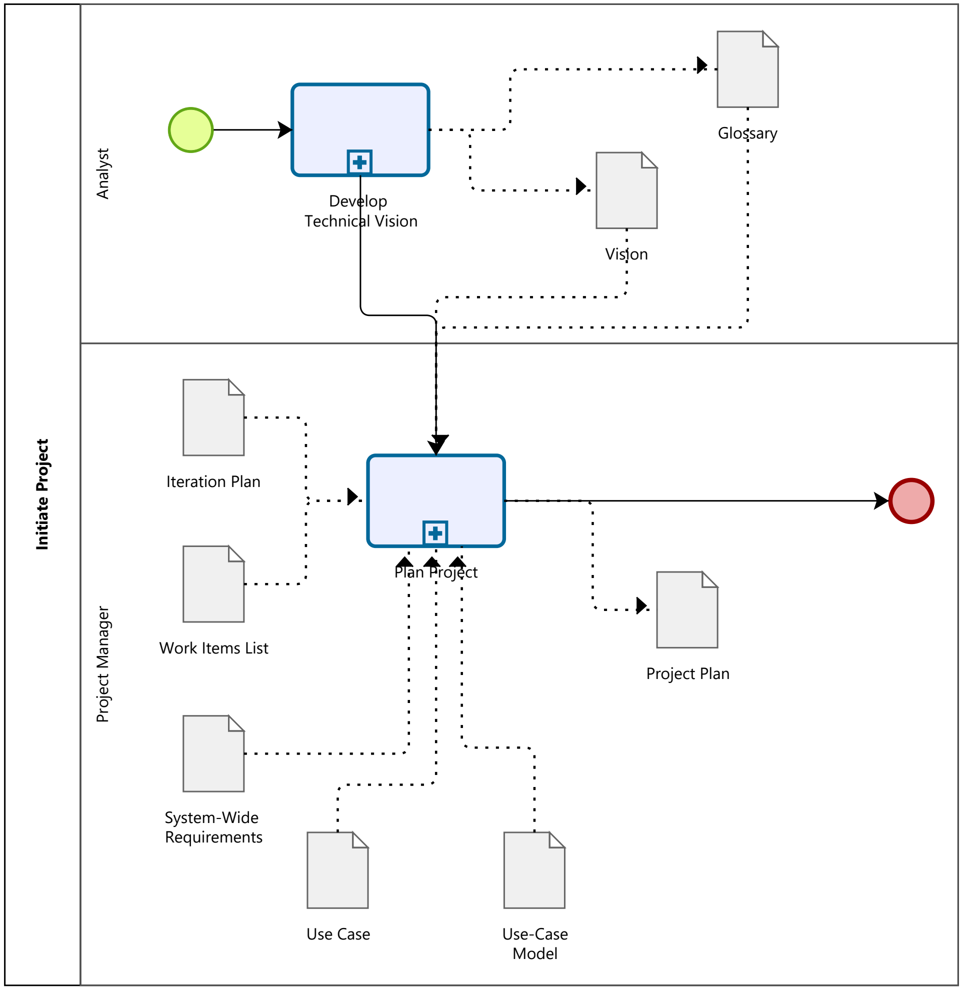
27.1.1.5 5. Create Test Cases - Create Test Cases Analyst

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.

27.1.1.6 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.

28 4. INITIATE PROJECT



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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 5. Develop Technical Vision - Develop Technical Vision 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 5. Plan Project - Plan Project Analyst

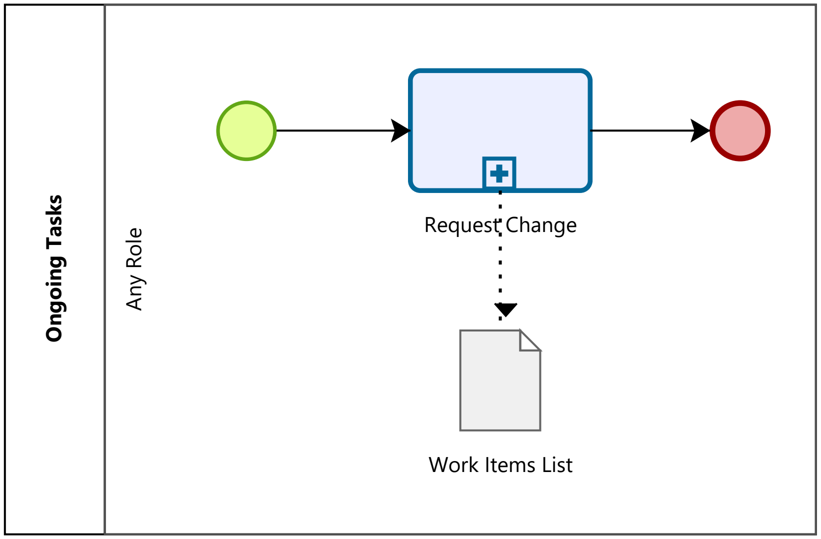
Descripción
The person in this role represents customer and end-user concerns by gathering input from stakeholders to understand the problem to be solved and by capturing and setting priorities for requirements.

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.

29 4. ONGOING TASKS



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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

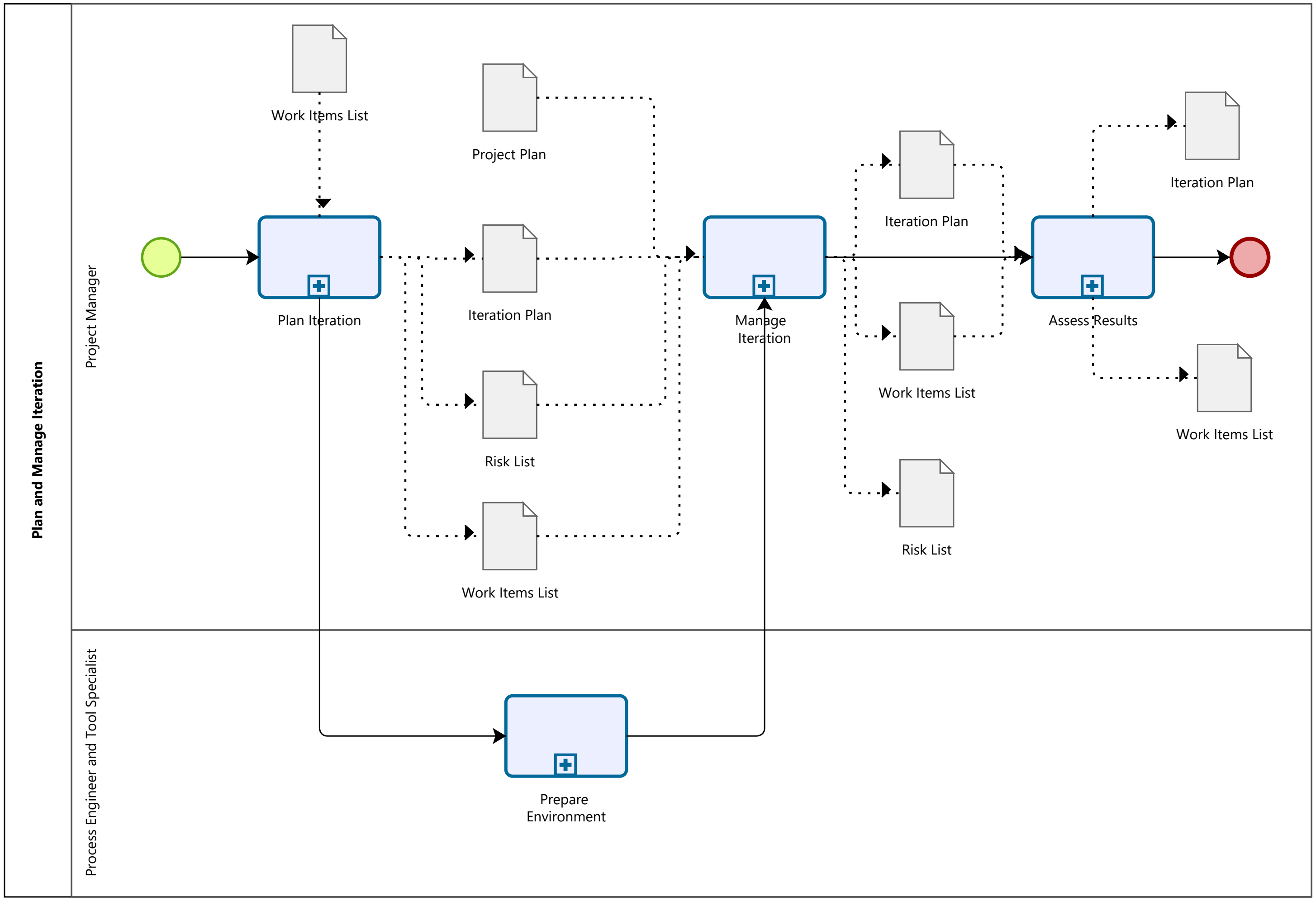
Any Role

Proceso

29.1.1.2 5. Request Change - Request Change Any Role

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

30 4. PLAN AND MANAGE ITERATION



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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 5. Plan Iteration - Plan Iteration▣Prepare Environment

Ejecutantes

Tool Specialist, Process Engineer

Proceso

30.1.1.3 4. Prepare Environment - Prepare Environment▣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 ▣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.

Ejecutantes

Project Manager

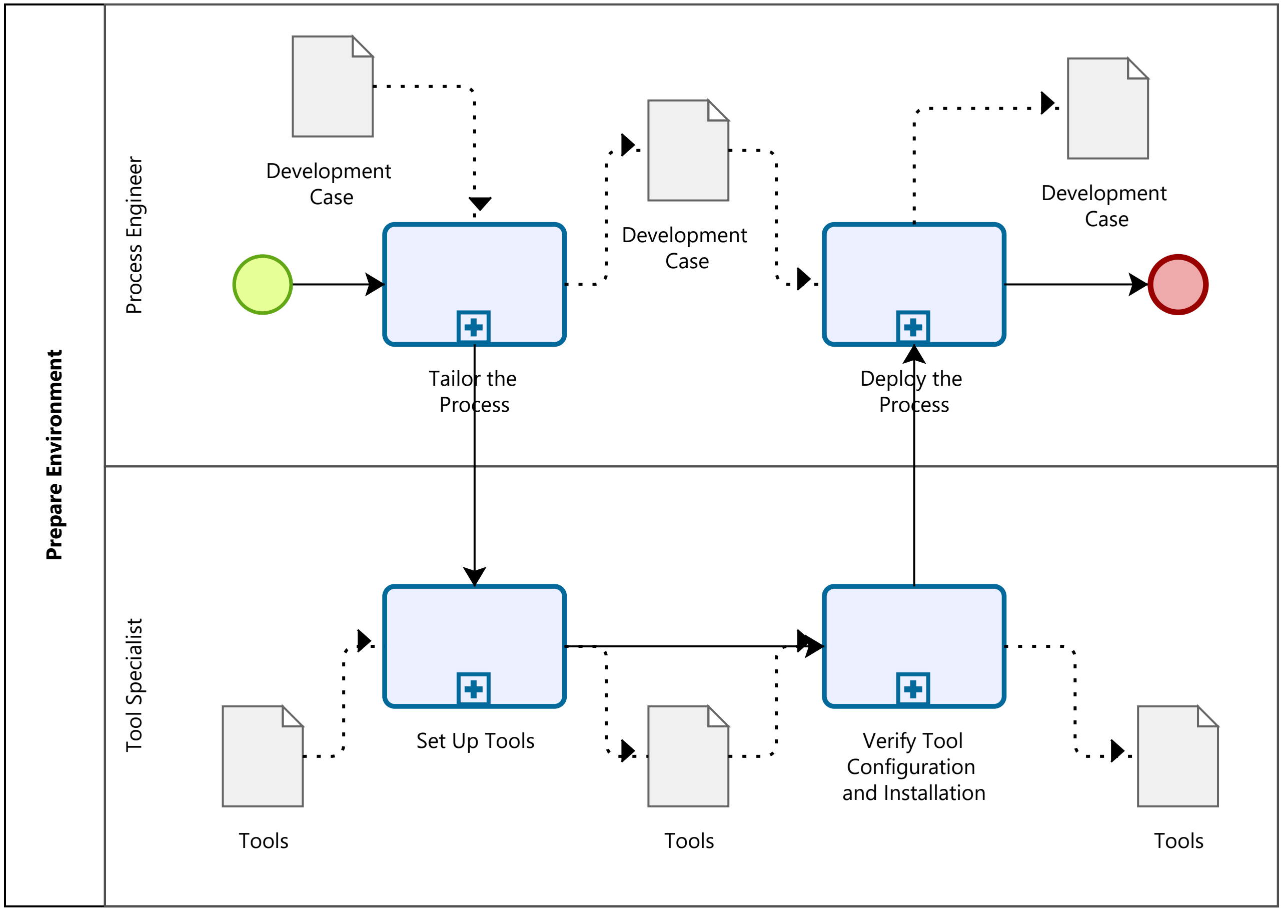
Proceso

30.1.1.5 5. Assess Results - Assess Results 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.

314. PREPARE ENVIRONMENT



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Versión:

1.0

Autor:

ehu

31.1 PREPARE ENVIRONMENT

31.1.1 ELEMENTOS DEL PROCESO

31.1.1.1 Tailor the Process

Descripción

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

Ejecutantes

Process Engineer

Proceso

31.1.1.2 5. Tailor the Process - Tailor the Process Set Up Tools

Ejecutantes

Tool Specialist

Proceso

31.1.1.3 5. Set Up Tools - Set Up Tools Verify Tool Configuration and Installation

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 5. Verify Tool Configuration and Installation - Verify Tool Configuration and Installation 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 5. Deploy the Process - Deploy the Process Process Engineer

Descripción

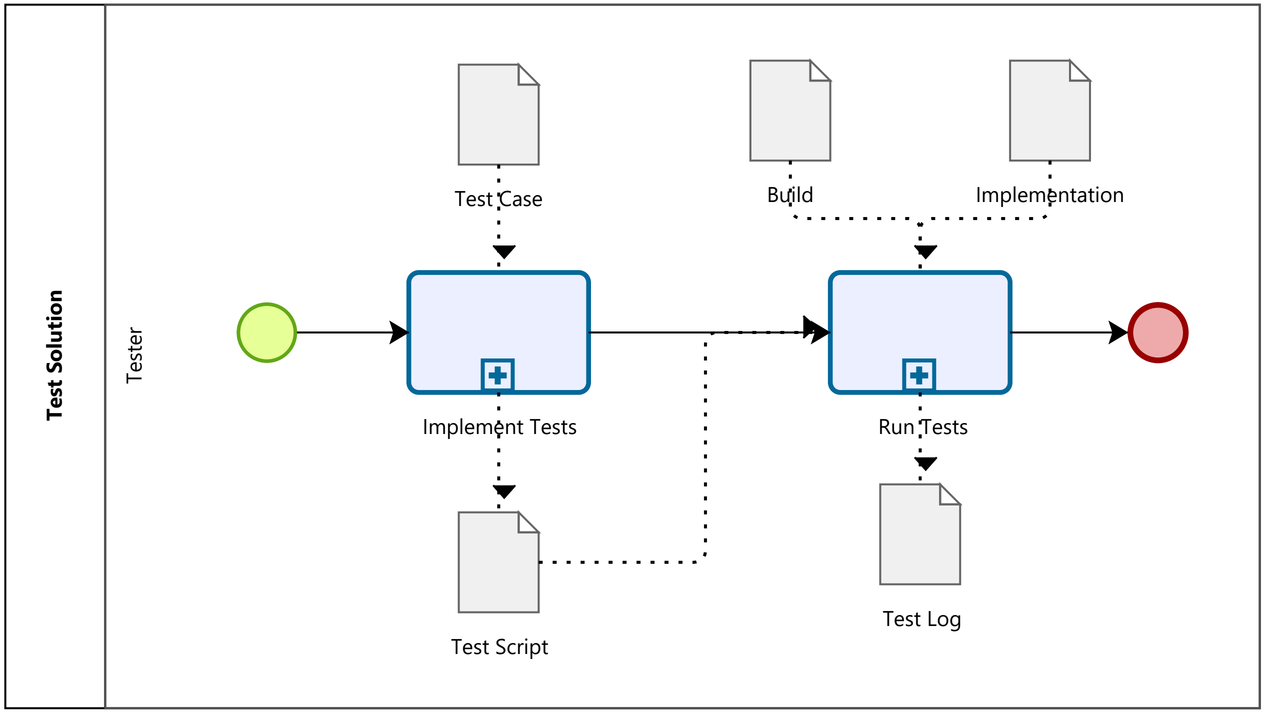
This role equips the project team with an appropriate development process, and makes sure that the team members are not hindered in doing their jobs.

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



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Descripción
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

32.1.1.1 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.

Ejecutantes

Tester

Proceso

32.1.1.2 5. Implement Tests - Implement Tests Run Tests

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

Ejecutantes

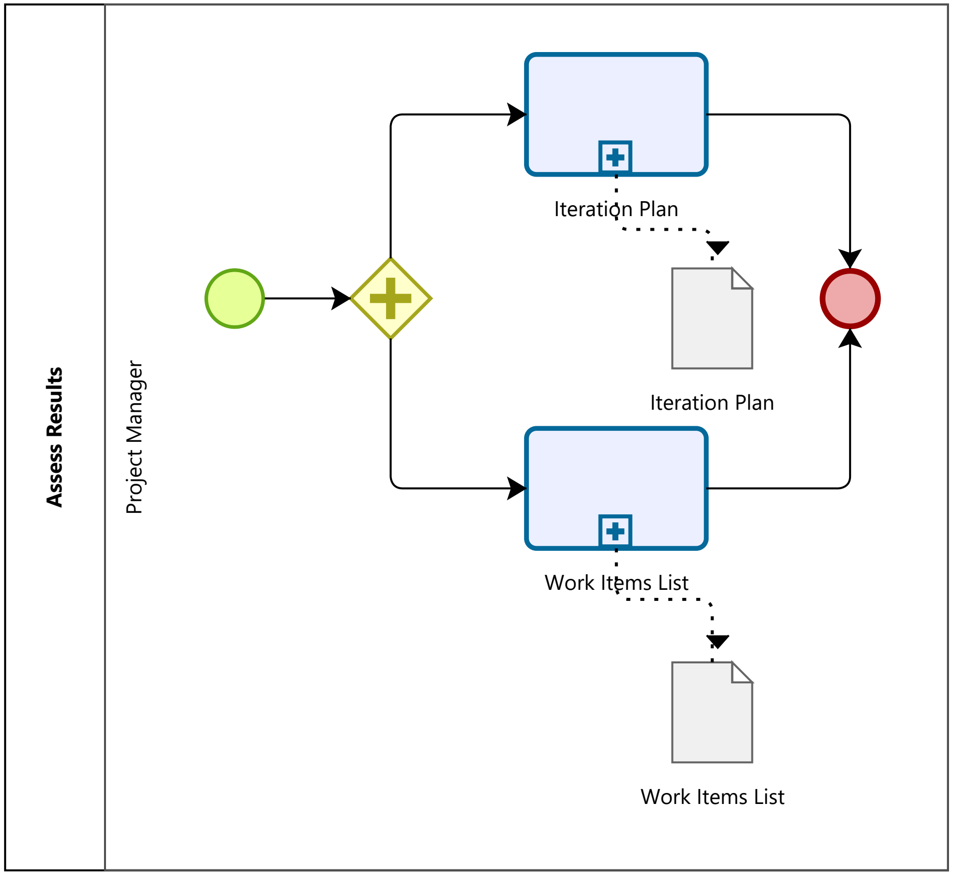
Tester

Proceso

32.1.1.3 5. Run Tests - Run Tests 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



Powered by bizagi Modeler

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.

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

33.1.1.1 Iteration Plan

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

Ejecutantes

Project Manager

33.1.1.2 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

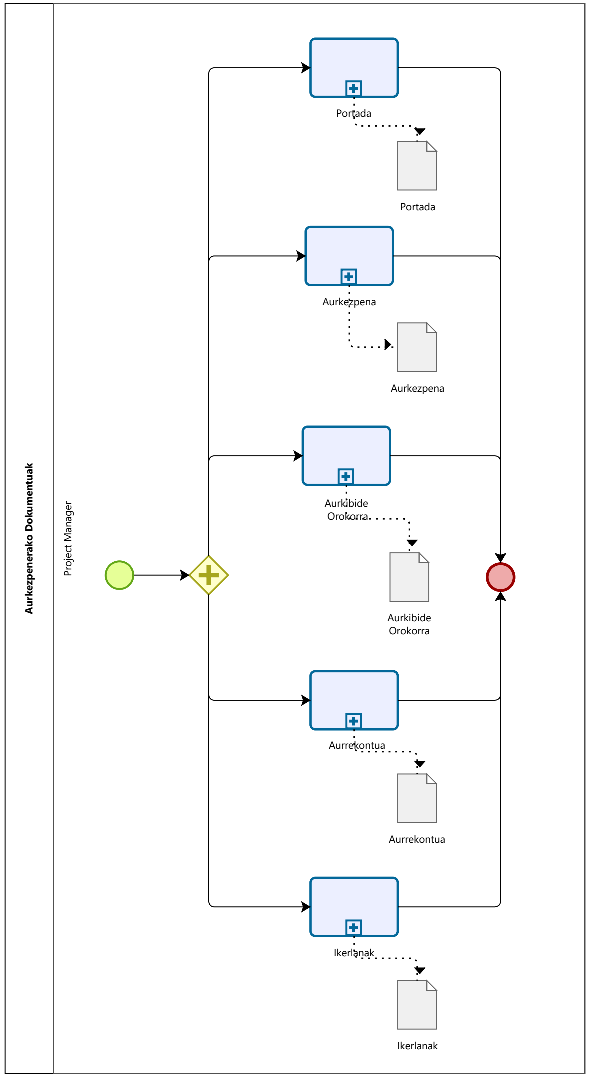
Project Manager

Proceso

33.1.1.3 6. Work Items List - Work Items List 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.

34 5. AURKEZPENERAKO DOKUMENTUAK


Aurkezpenerako Dokumentuak
Project Manager
Portada
Portada
Aurkezpena
Aurkezpena
Aurkibide Orokorra
Aurkibide Orokorra
Aurrekontua
Aurrekontua
Ikerlanak
Ikerlanak

Versión:

1.0

Autor:

mikel

34.1 AURKEZPENERAKO DOKUMENTUAK

34.1.1 ELEMENTOS DEL PROCESO

34.1.1.1 ▣Portada

Ejecutantes

Project Manager

Proceso

6. Portada - Portada

34.1.1.2 ▣Aurkibide Orokorra

Ejecutantes

Project Manager

Proceso

6. Aurkibide Orokorra - Aurkibide Orokorra

34.1.1.3 ▣Aurrekontua

Ejecutantes

Project Manager

Proceso

6. Aurrekontua - Aurrekontua

34.1.1.4 ▣Ikerlanak

Ejecutantes

Project Manager

Proceso

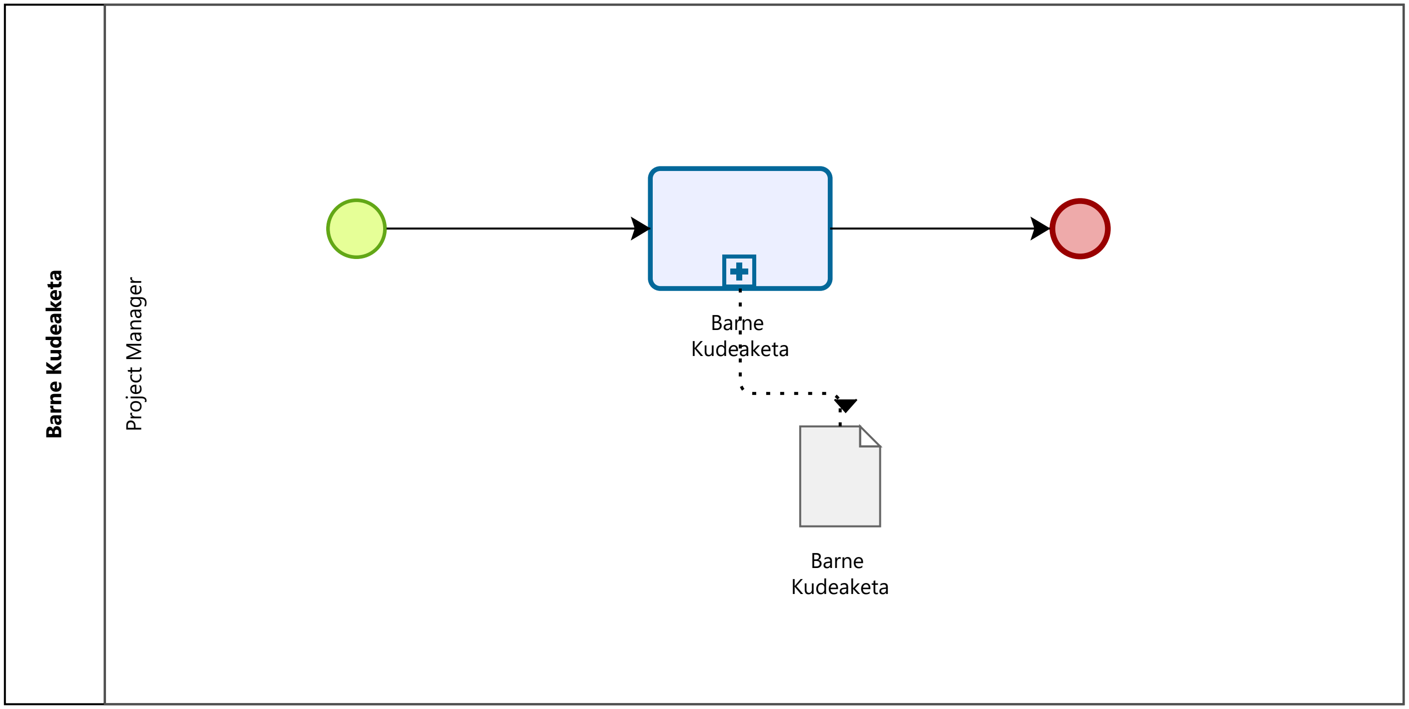
6. Ikerlanak - Ikerlanak

34.1.1.5 ▣Aurkezpena

Proceso

[6. Aurkezpena - Aurkezpena]

35 5. BARNE KUDEAKETA



Powered by bizagi Modeler

Versión:

1.0

Autor:

mikel

35.1 BARNE KUDEAKETA

35.1.1 ELEMENTOS DEL PROCESO

35.1.1.1 Barne Kudeaketa

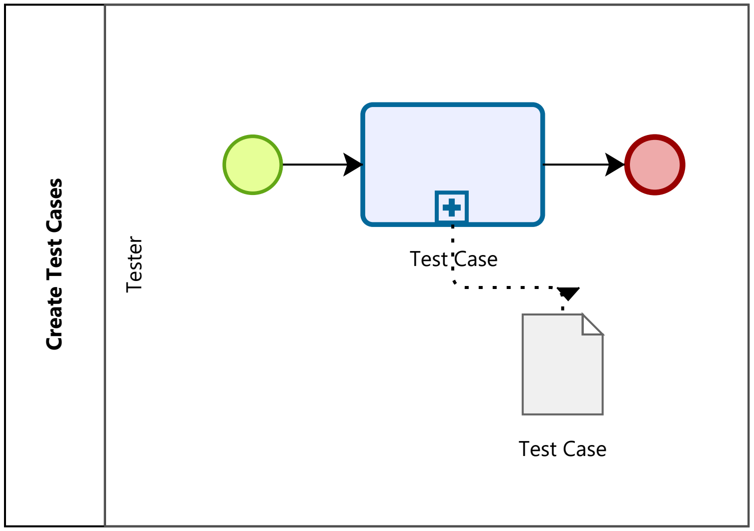
Ejecutantes

Project Manager

Proceso

6. Barne Kudeaketa - Barne Kudeaketa

36 5. CREATE TEST CASES



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Descripción

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

36.1.1.1 Test Case

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

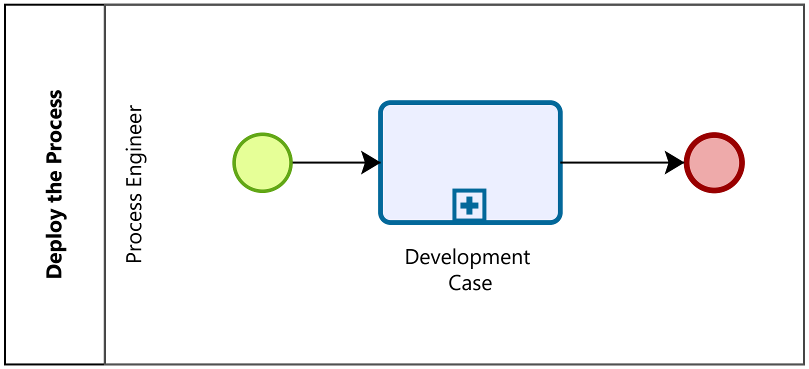
Proceso

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



Powered by bizagi Modeler

Descripción
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

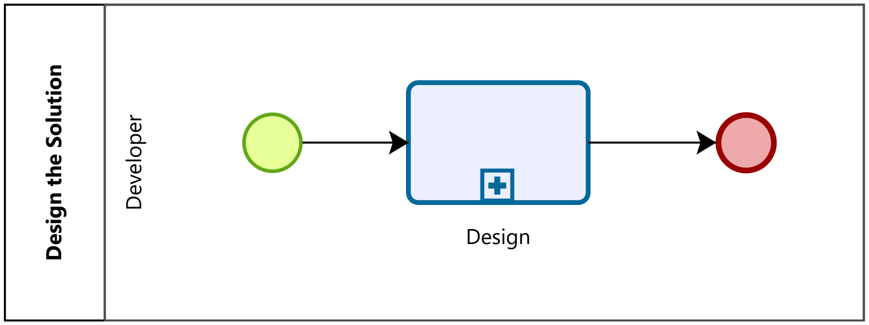
Process Engineer

Proceso

37.1.1.2 6. Development Case - Development Case 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.

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

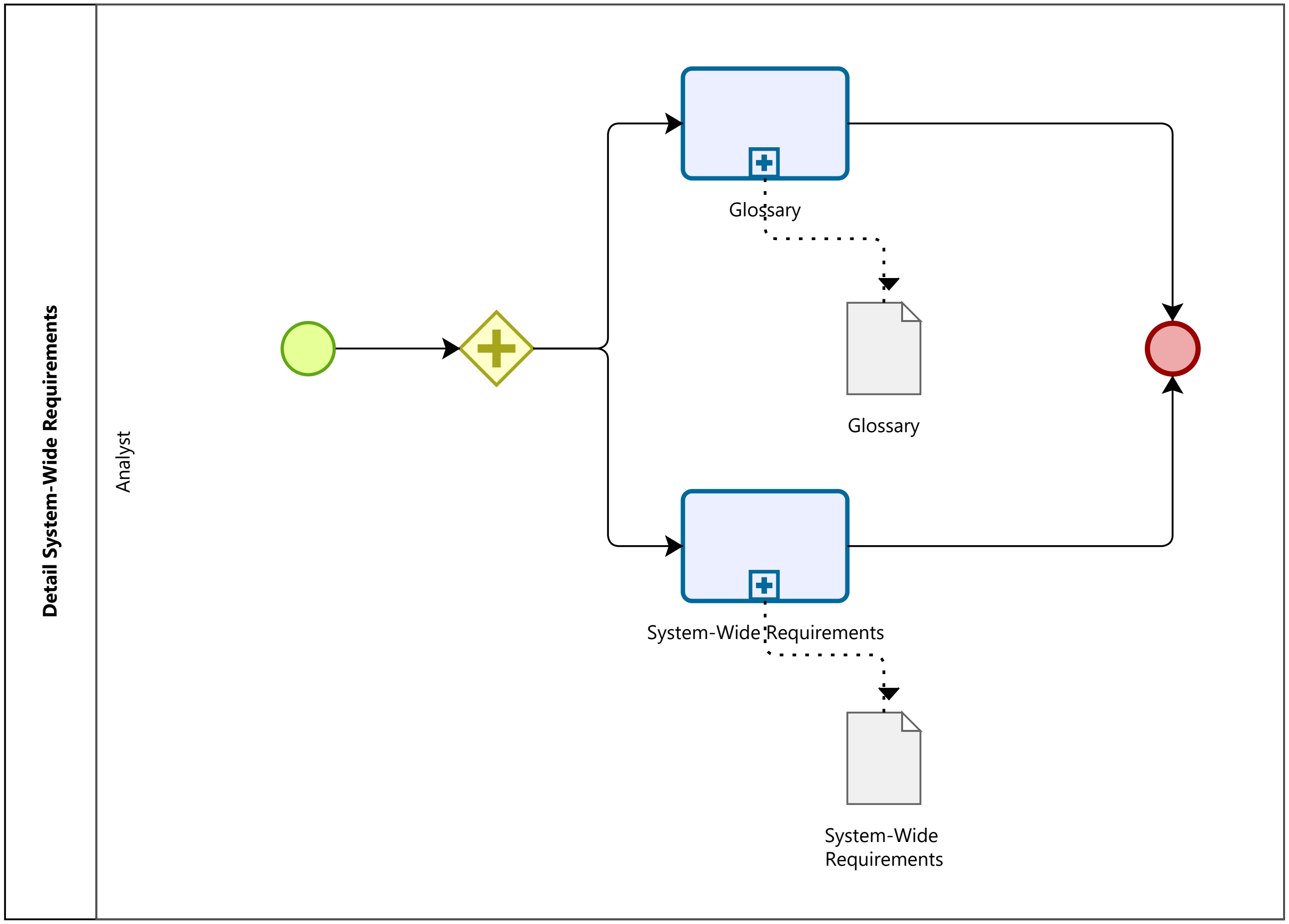
38.1.1.1 Design

Proceso

38.1.1.2 6. Design - Design 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



Powered by bizagi Modeler

Versión:

1.0

Autor:

mikel

39.1 DETAIL SYSTEM-WIDE REQUIREMENTS

39.1.1 ELEMENTOS DEL PROCESO

39.1.1.1 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.

Ejecutantes

Analyst

Proceso

39.1.1.2 6. Glossary - Glossary 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

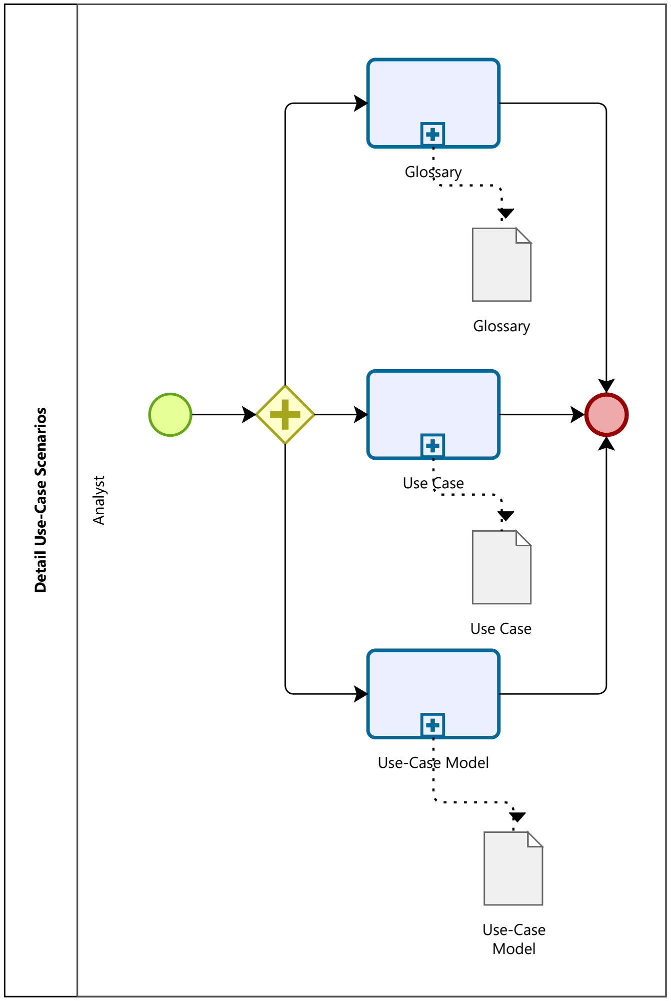
Proceso

39.1.1.3 6. System-Wide Requirements - System-Wide Requirements 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.

40 5. DETAIL USE-CASE SCENARIOS


Detail Use-Case Scenarios
Analyst
Glossary
Glossary
Use Case
Use Case
Use-Case Model
Use-Case
Model

Descripción
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

40.1.1.1 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.

Ejecutantes

Analyst

Proceso

40.1.1.2 6. Glossary - Glossary 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

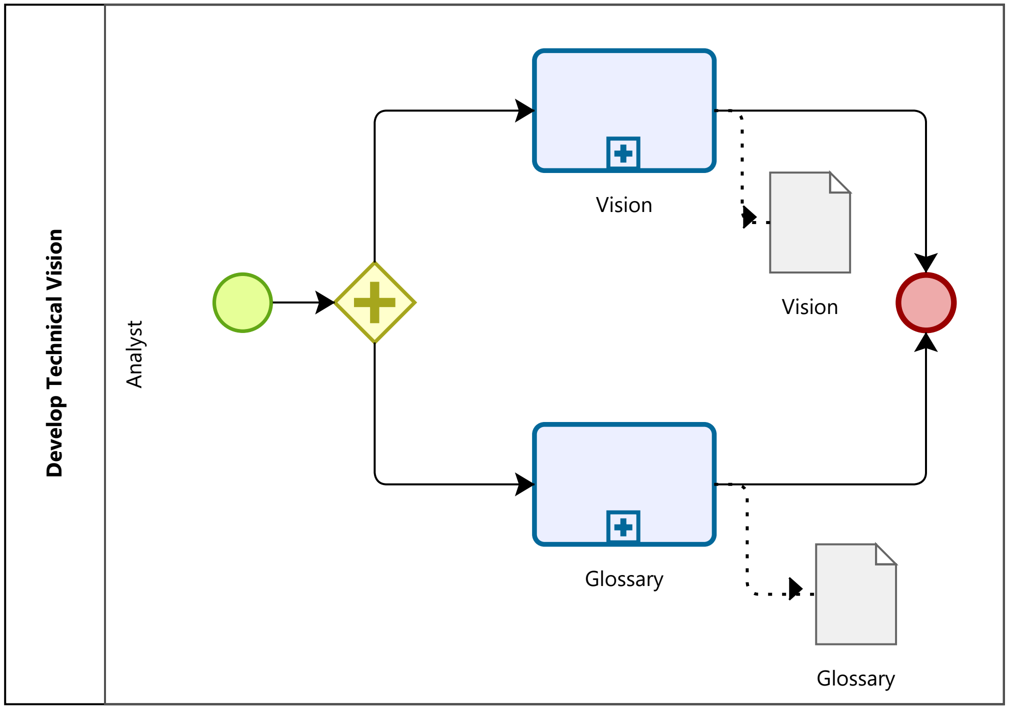
Proceso

40.1.1.4 6. Use-Case Model - Use-Case Model 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.

415. DEVELOP TECHNICAL VISION



Powered by bizagi Modeler

Descripción

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

41.1.1.1 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.

Ejecutantes

Analyst

Proceso

41.1.1.2 6. Glossary - Glossary Vision

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

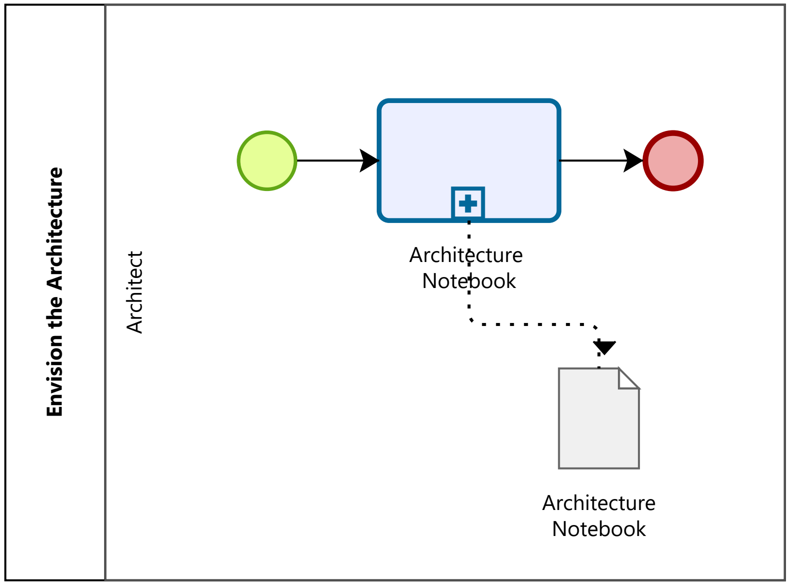
Proceso

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



Powered by bizagi Modeler

Descripción
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

42.1.1.1 Architecture Notebook

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

Ejecutantes

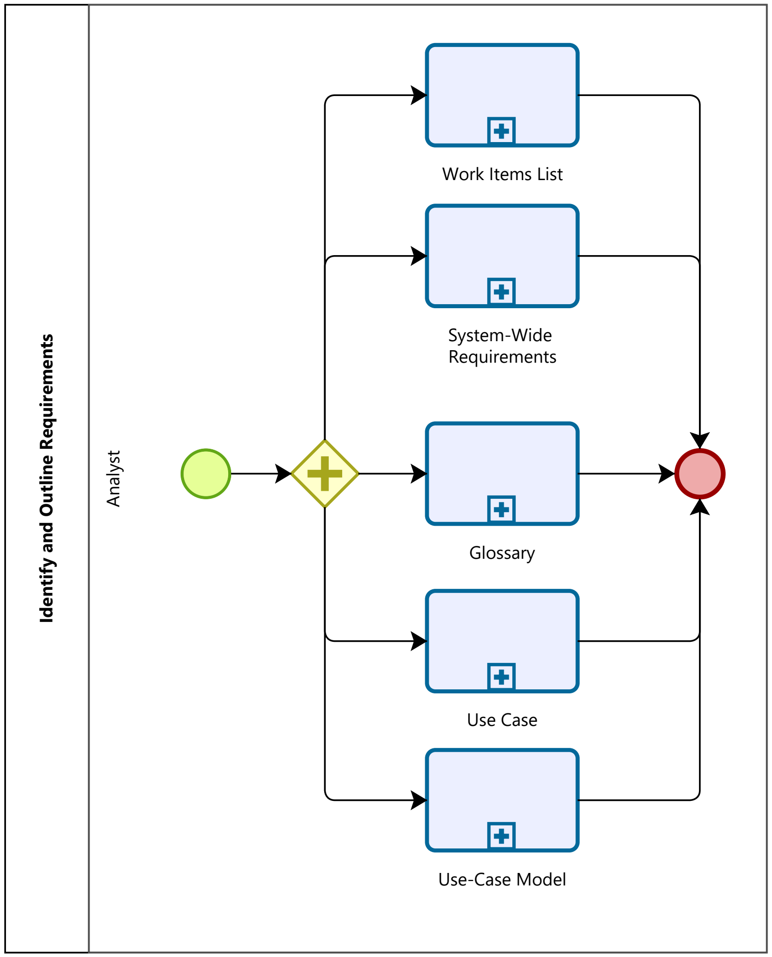
Architect

Proceso

42.1.1.2 6. Architecture Notebook - Architecture Notebook 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



Powered by bizagi Modeler

Descripción
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

43.1.1.1 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.

Ejecutantes

Analyst

Proceso

43.1.1.2 6. Work Items List - Work Items List 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 6. System-Wide Requirements - System-Wide Requirements 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.

Ejecutantes

Analyst

Proceso

43.1.1.4 6. Glossary - Glossary 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

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

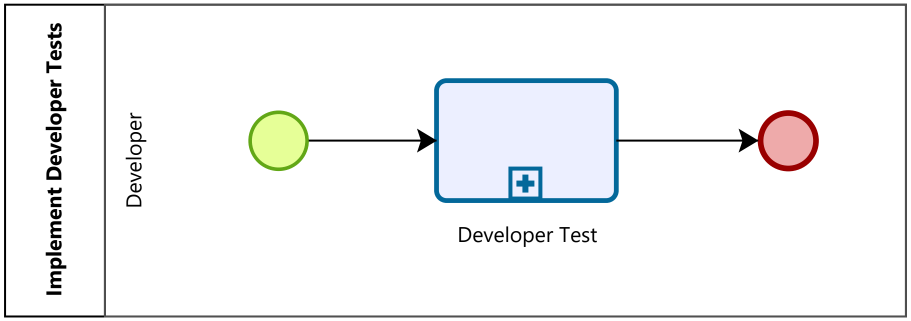
Proceso

43.1.1.6 6. Use-Case Model - Use-Case Model 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.

44 5. IMPLEMENT DEVELOPER TESTS



Descripción

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

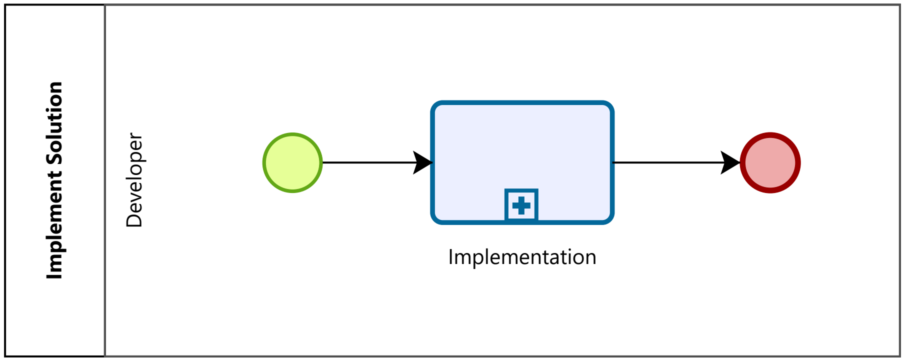
Proceso

44.1.1.2 6. Developer Test - Developer Test 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.

45 5. IMPLEMENT SOLUTION



Descripción
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

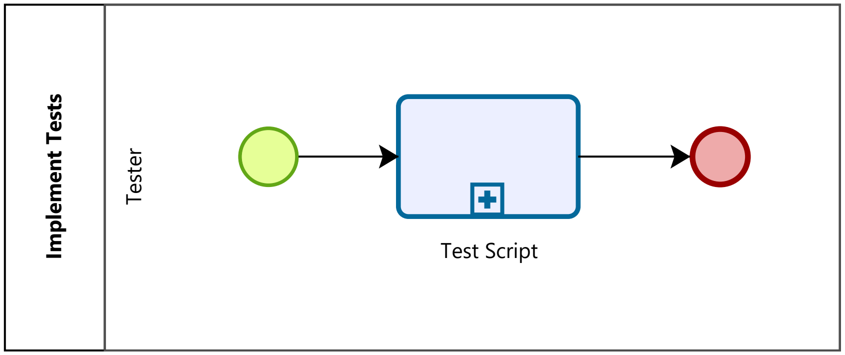
45.1.1.1 Implementation

Proceso

45.1.1.2 6. Implementation - Implementation 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.

46 5. IMPLEMENT TESTS



Powered by bizagi Modeler

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.

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

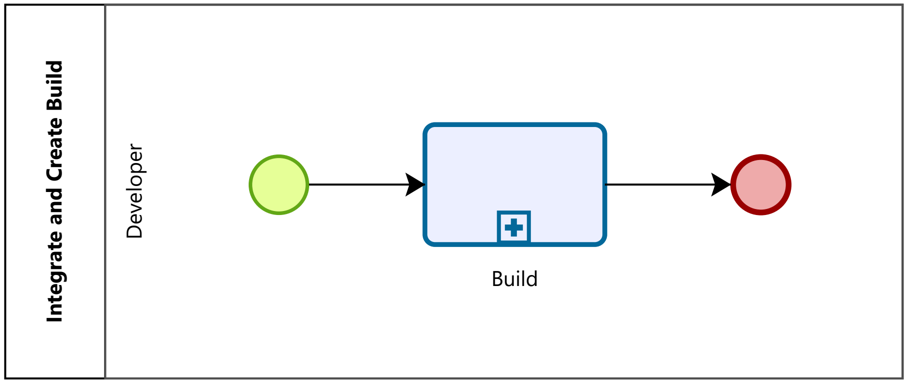
Proceso

46.1.1.2 6. Test Script - Test Script 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.

47 5. INTEGRATE AND CREATE BUILD



Powered by bizagi Modeler

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.

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

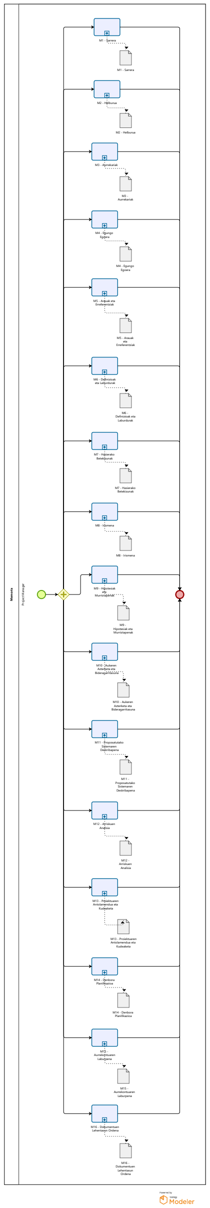
47.1.1.1 Build

Proceso

47.1.1.2 6. Build - Build 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.

48 5. MEMORIA



Memoria
Project Manager
M1 - Sarrera
M1 - Sarrera
M2 - Helburua
M2 - Helburua
M3 - Aurrekariak
M3 - Aurrekariak
M4 - Egungo Egoera
M4 - Egungo Egoera
M5 - Arauak eta Erreferentziak
M5 - Arauak eta Erreferentziak
M6 - Definizioak eta Laburdurak
M6 - Definizioak eta Laburdurak
M7 - Hasierako Betekizunak
M7 - Hasierako Betekizunak
M8 - Irismena
M8 - Irismena
M9 - Hipotesiak eta Murriztapenak
M9 - Hipotesiak eta Murriztapenak
M10 - Aukeren Azterketa eta Bideragarritasuna
M10 - Aukeren Azterketa eta Bideragarritasuna
M11 - Proposatutako Sistemaren Deskribapena
M11 - Proposatutako Sistemaren Deskribapena
M12 - Arriskuen Analisia
M12 - Arriskuen Analisia
M13 - Proiektuaren Antolamendua eta Kudeaketa
M13 - Proiektuaren Antolamendua eta Kudeaketa
M14 - Denbora Planifikazioa
M14 - Denbora Planifikazioa
M15 - Aurrekontuaren Laburpena
M15 - Aurrekontuaren Laburpena
M16 - Dokumentuen Lehentasun Ordena
M16 - Dokumentuen Lehentasun Ordena
Powered by bizagi Modeler

Versión:

1.0

Autor:

mikel

48.1 MEMORIA

48.1.1 ELEMENTOS DEL PROCESO

48.1.1.1 M1 - Sarrera

Ejecutantes

Project Manager

Proceso

6. M1 - Sarrera - M1 - Sarrera

48.1.1.2 M2 - Helburua

Ejecutantes

Project Manager

Proceso

6. M2 - Helburua - M2 - Helburua

48.1.1.3 M3 - Aurrekariak

Ejecutantes

Project Manager

Proceso

6. M3 - Aurrekariak - M3 - Aurrekariak

48.1.1.4 M4 - Egungo Egoera

Ejecutantes

Project Manager

Proceso

6. M4 - Egungo Egoera - M4 - Egungo Egoera

48.1.1.5 M5 - Arauak eta Erreferentziak

Ejecutantes

Project Manager

Proceso

6. M5 - Arauak eta Erreferentziak - M5 - Arauak eta Erreferentziak

48.1.1.6 M6 - Definizioak eta Laburdurak

Ejecutantes

Project Manager

Proceso

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

48.1.1.7 M7 - Hasierako Betekizunak

Ejecutantes

Project Manager

Proceso

6. M7 - Hasierako Betekizunak - M7 - Hasierako Betekizunak

48.1.1.8 M8 - Irismena

Ejecutantes

Project Manager

Proceso

6. M8 - Irismena - M8 - Irismena

48.1.1.9 M9 - Hipotesiak eta Murriztapenak

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

6. M10 - Aukeren Azterketa eta Bideragarritasuna - M10 - Aukeren Azterketa eta Bideragarritasuna

48.1.1.11 M11 - Proposatutako Sistemaren Deskribapena

Ejecutantes

Project Manager

Proceso

6. M11 - Proposatutako Sistemaren Deskribapena - M11 - Proposatutako Sistemaren Deskribapena

48.1.1.12 M12 - Arriskuen Analisia

Ejecutantes

Project Manager

Proceso

6. M12 - Arriskuen Analisia - M12 - Arriskuen Analisia

48.1.1.13 M13 - Proiektuaren Antolamendua eta Kudeaketa

Ejecutantes

Project Manager

Proceso

6. M13 - Proiektuaren Antolamendua eta Kudeaketa - M13 - Proiektuaren Antolamendua eta Kudeaketa

48.1.1.14 M14 - Denbora Planifikazioa

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

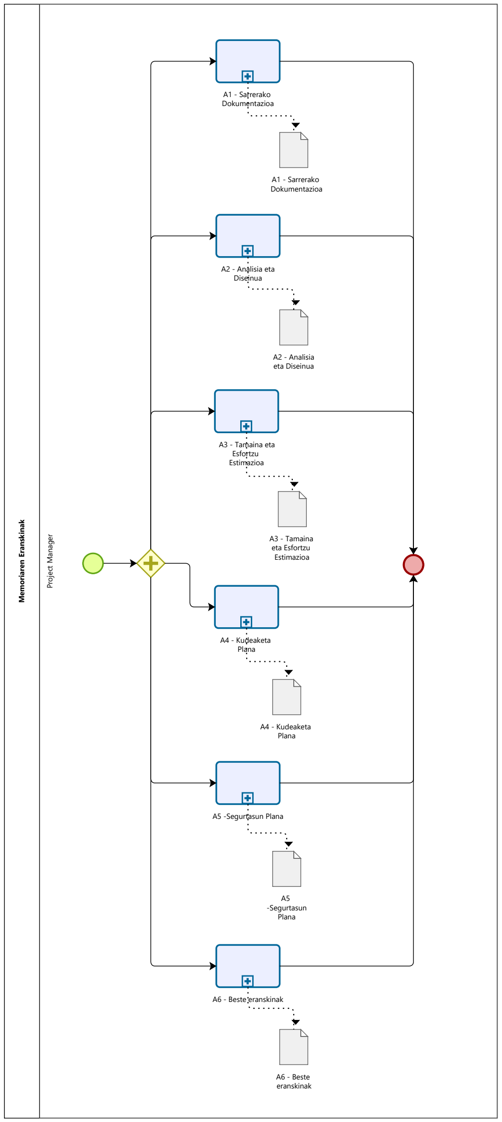
Ejecutantes

Project Manager

Proceso

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

49 5. MEMORIAREN ERANSKINAK


Memoriaren Eranskinak
Project Manager
A1 - Sarrerako Dokumentazioa
A1 - Sarrerako Dokumentazioa
A2 - Analisia eta Diseinua
A2 - Analisia eta Diseinua
A3 - Tamaina eta Esfortzu Estimazioa
A3 - Tamaina eta Esfortzu Estimazioa
A4 - Kudeaketa Plana
A4 - Kudeaketa Plana
A5 -Segurtasun Plana
A5 -Segurtasun Plana
A6 - Beste eranskinak
A6 - Beste eranskinak

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Versión:

1.0

Autor:

mikel

49.1 MEMORIAREN ERANSKINAK

49.1.1 ELEMENTOS DEL PROCESO

49.1.1.1 A1 - Sarrerako Dokumentazioa

Ejecutantes

Project Manager

Proceso

6. A1 - Sarrerako Dokumentazioa - A1 - Sarrerako Dokumentazioa

49.1.1.2 A2 - Analisia eta Diseinua

Ejecutantes

Project Manager

Proceso

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

49.1.1.3 A3 - Tamaina eta Esfortzu Estimazioa

Ejecutantes

Project Manager

Proceso

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

49.1.1.4 A4 - Kudeaketa Plana

Ejecutantes

Project Manager

Proceso

6. A4 - Kudeaketa Plana - A4 - Kudeaketa Plana

49.1.1.5 A5 -Segurtasun Plana

Ejecutantes

Project Manager

Proceso

[6. A5 -Segurtasun Plana - A5 -Segurtasun Plana]

49.1.1.6 ▣A6 - Beste eranskinak

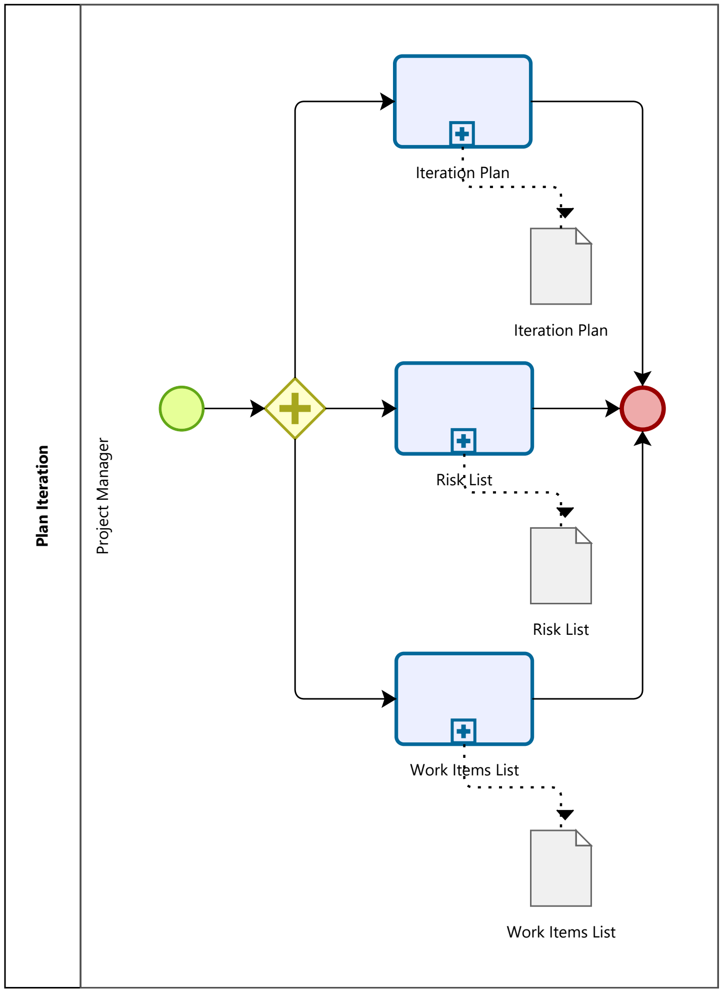
Ejecutantes

Project Manager

Proceso

[6. A6 - Beste eranskinak - A6 - Beste eranskinak]

50 5. PLAN ITERATION



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Descripción
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

50.1.1.1 ▣Iteration Plan

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

Ejecutantes

Project Manager

50.1.1.2 ▣Risk List

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

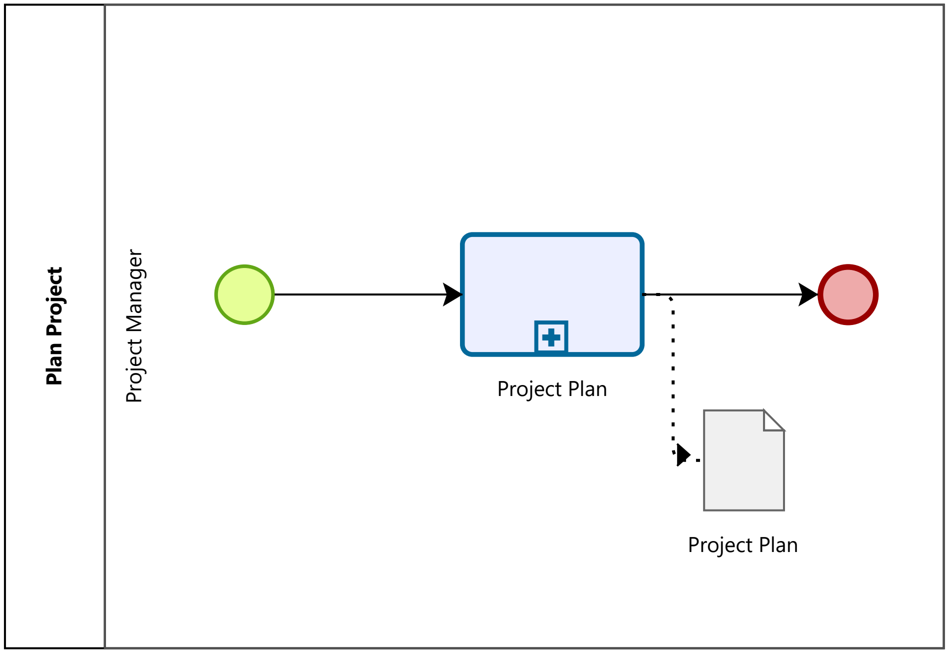
Proceso

50.1.1.4 6. Work Items List - Work Items List 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.

515. PLAN PROJECT



Powered by bizagi Modeler

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.

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

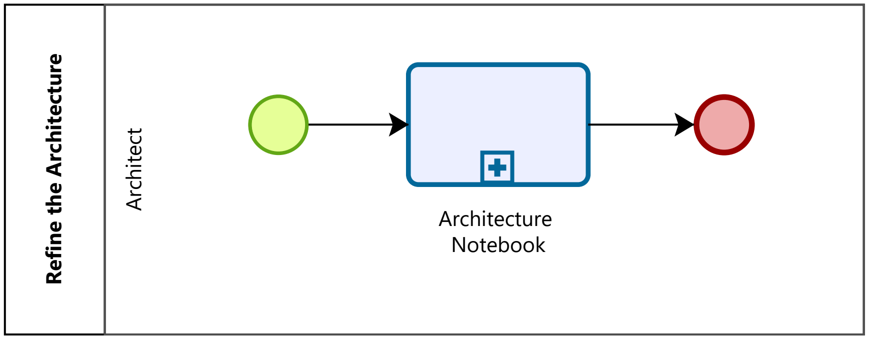
Proceso

51.1.1.2 6. Project Plan - Project Plan 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.

52 5. REFINE THE ARCHITECTURE



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Versión:

1.0

Autor:

ehu

52.1 REFINE THE ARCHITECTURE

52.1.1 ELEMENTOS DEL PROCESO

52.1.1.1 Architecture Notebook

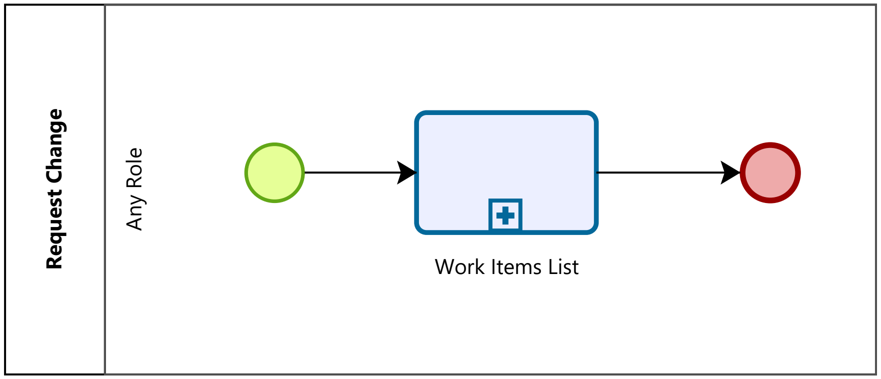
Proceso

52.1.1.2 6. Architecture Notebook - Architecture NotebookArchitect

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



Descripción

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

53.1.1.1 Work Items List

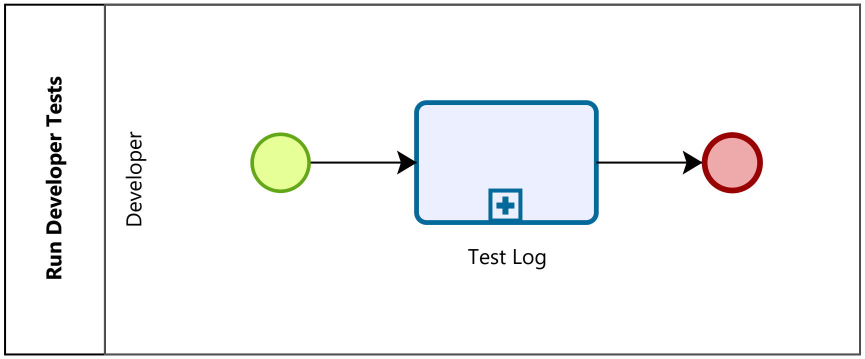
Proceso

53.1.1.2 6. Work Items List - Work Items List Any Role

Descripción

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

54 5. RUN DEVELOPER TESTS



Powered by bizagi Modeler

Descripción
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

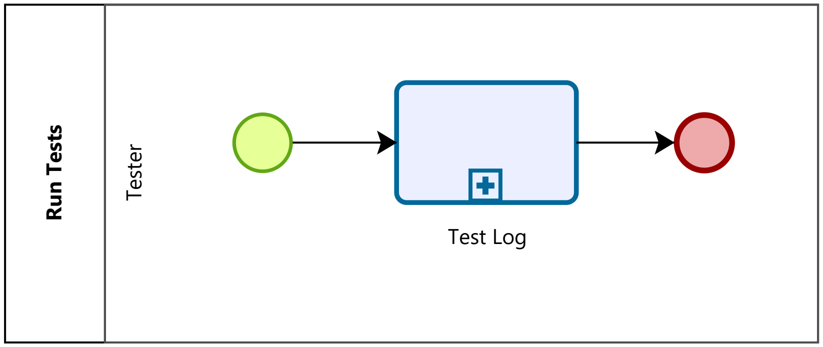
54.1.1.1 Test Log

Proceso

54.1.1.2 6. Test Log - Test Log 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.

55 5. RUN TESTS



Powered by bizagi Modeler

Descripción
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

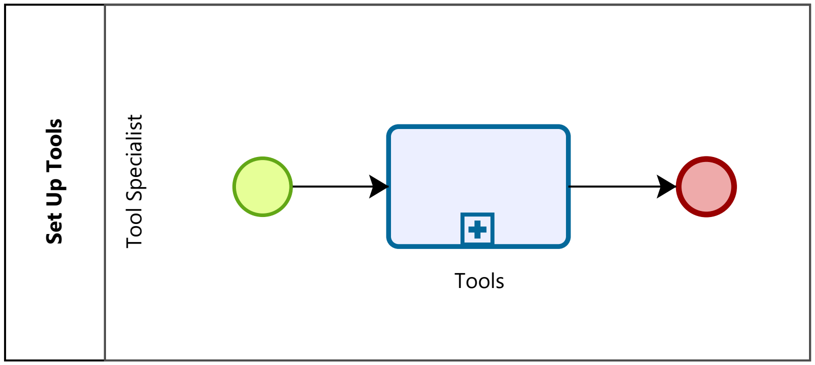
55.1.1.1 Test Log

Proceso

55.1.1.2 6. Test Log - Test Log 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.

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

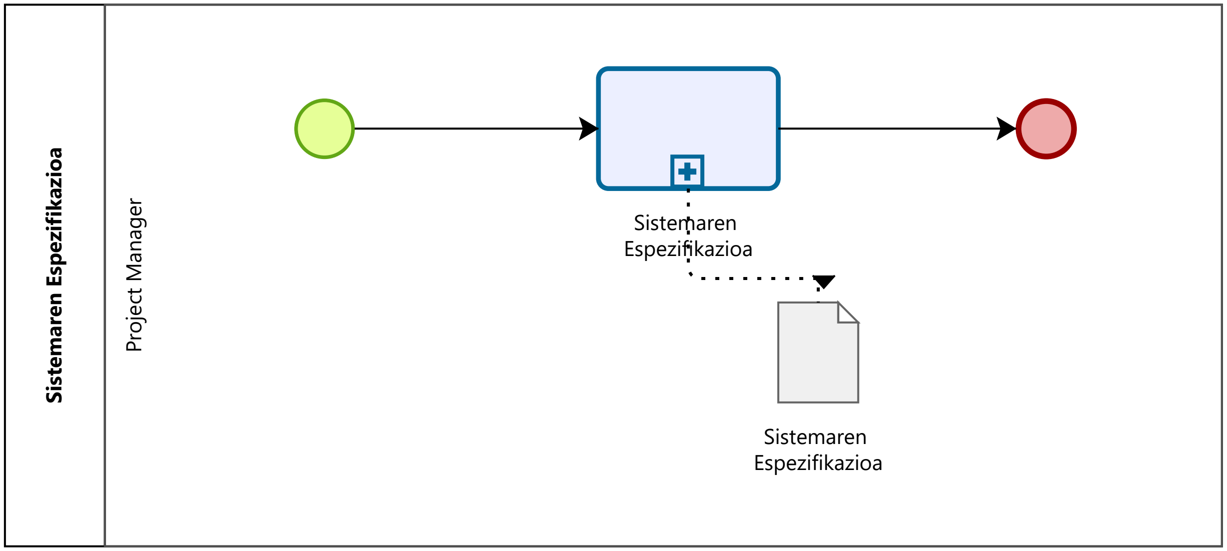
Proceso

56.1.1.2 6. Tools - Tools 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.

575. SISTEMAREN ESPEZIFIKAZIOA


Sistemaren Espezifikazioa
Project Manager
Sistemaren Espezifikazioa
Sistemaren Espezifikazioa

Powered by bizagi Modeler

Versión:

1.0

Autor:

mikel

57.1 SISTEMAREN ESPEZIFIKAZIOA

57.1.1 ELEMENTOS DEL PROCESO

57.1.1.1 Sistemaren Espezifikazioa

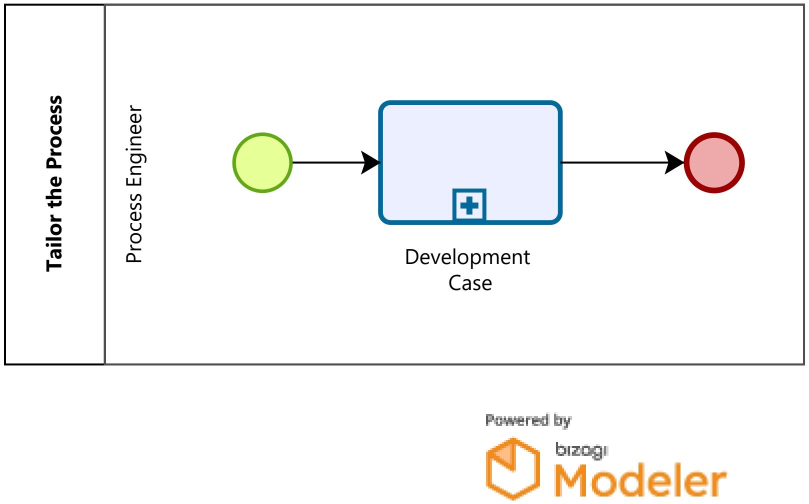
Ejecutantes

Project Manager

Proceso

6. Sistemaren Espezifikazioa - Sistemaren Espezifikazioa

58 5. TAILOR THE PROCESS



Descripción
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

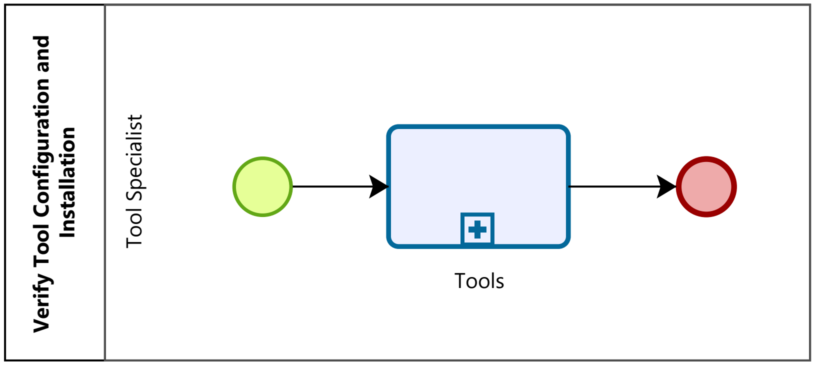
Process Engineer

Proceso

58.1.1.2 6. Development Case - Development Case 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



Powered by bizagi Modeler

Descripción
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

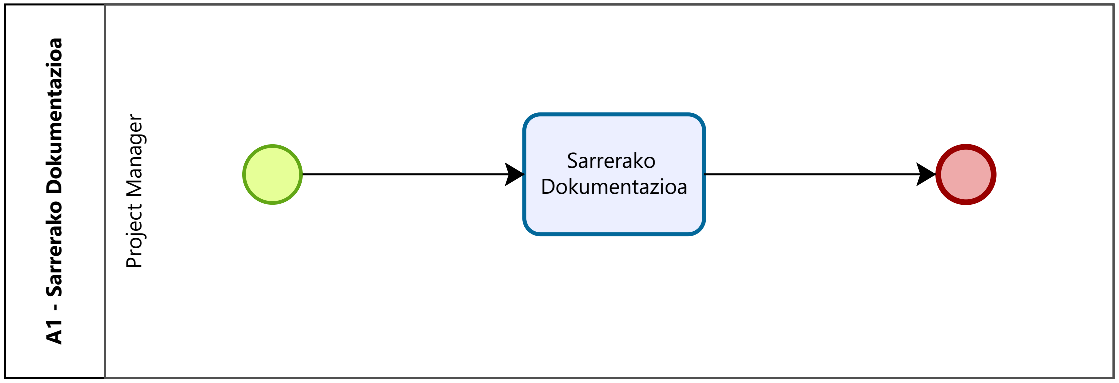
Tool Specialist

Proceso

59.1.1.2 6. Tools - Tools 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.

60 6. A1 - SARRERAKO DOKUMENTAZIOA



Powered by bizagi Modeler

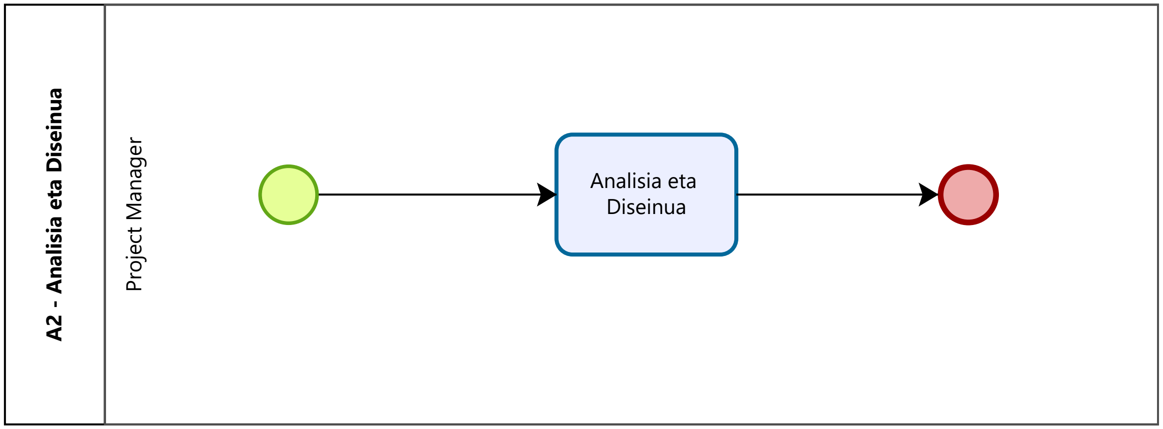
Versión:

1.0

Autor:

mikel

616. A2 - ANALISIA ETA DISEINUA



Powered by bizagi Modeler

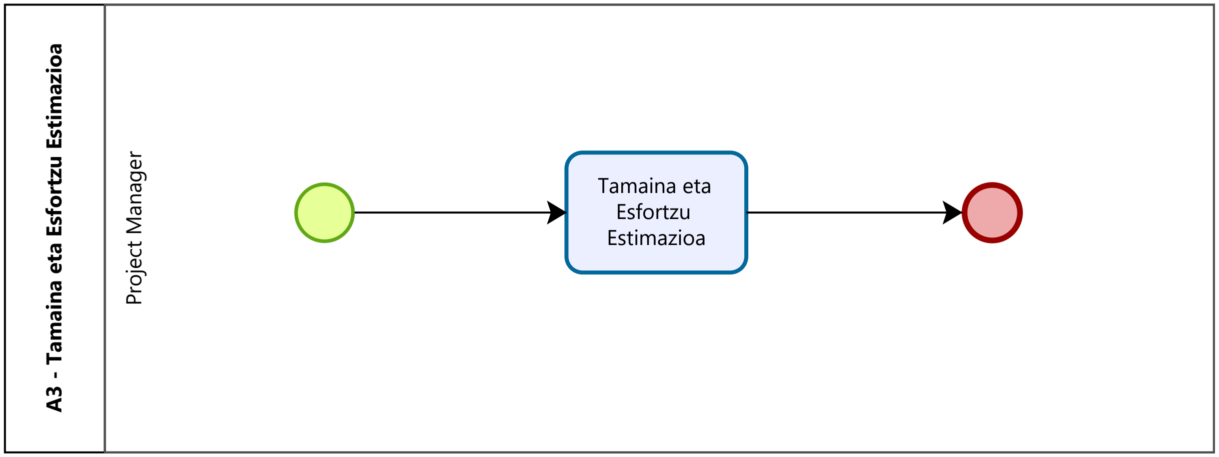
Versión:

1.0

Autor:

mikel

62 6. A3 - TAMAINA ETA ESFORTZU ESTIMAZIOA


A3 - Tamaina eta Esfortzu Estimazioa
Project Manager
Tamaina eta Esfortzu Estimazioa

Powered by bizagi Modeler

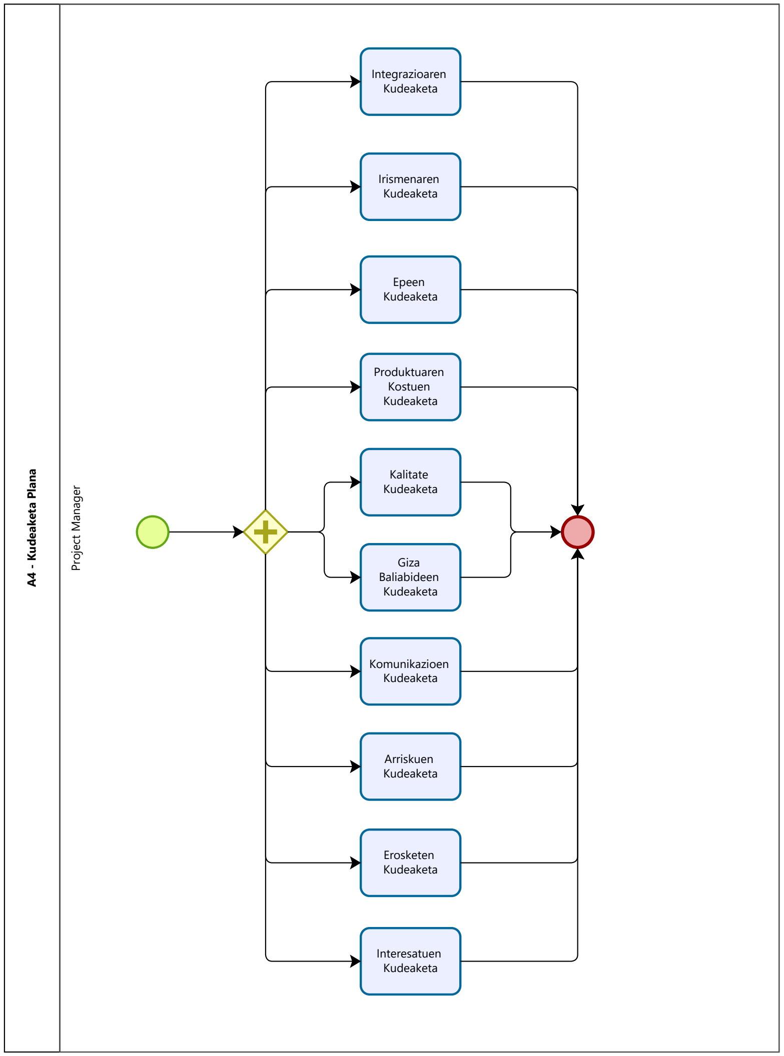
Versión:

1.0

Autor:

mikel

63 6. A4 - KUDEAKETA PLANA



Powered by bizagi Modeler

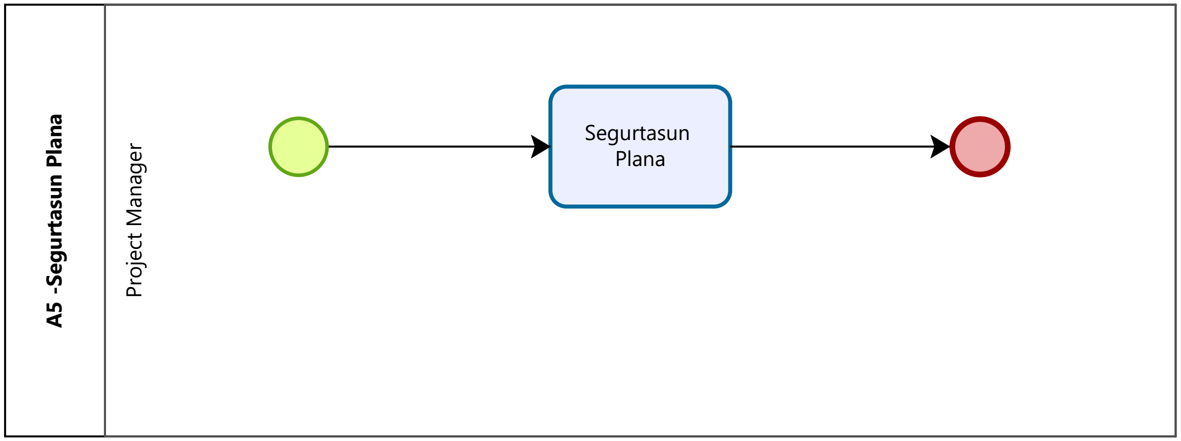
Versión:

1.0

Autor:

mikel

64 6. A5 -SEGURTASUN PLANA



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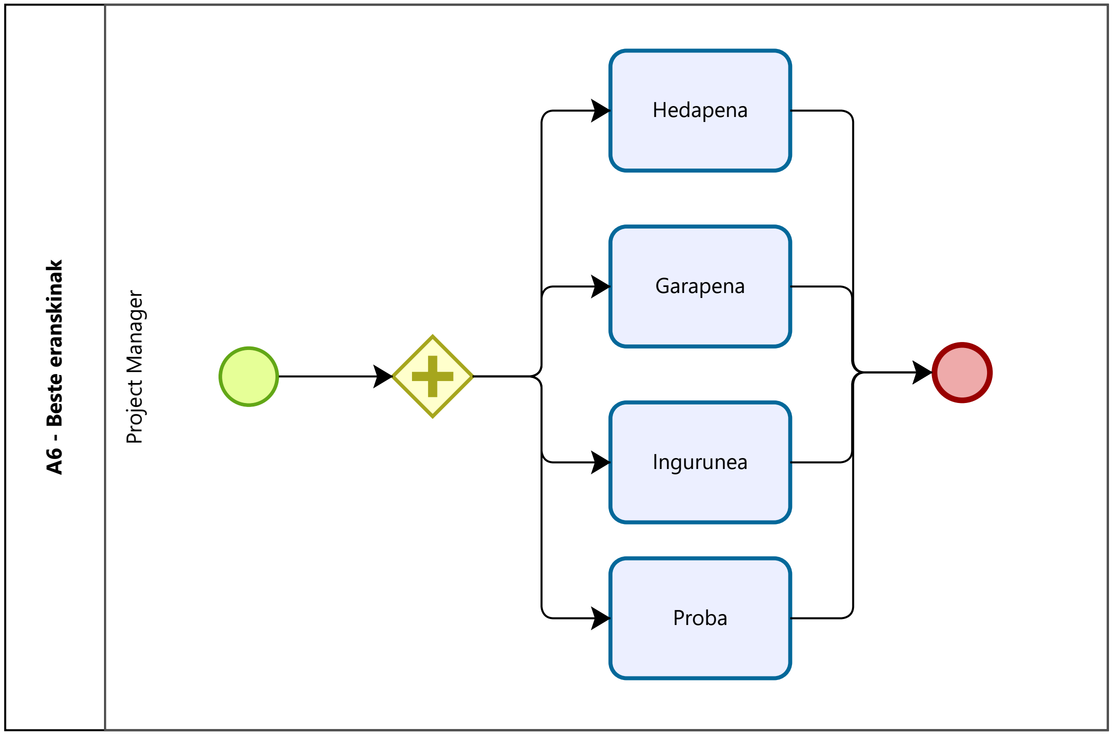
Versión:

1.0

Autor:

mikel

65 6. A6 - BESTE ERANSKINAK



Powered by bizagi Modeler

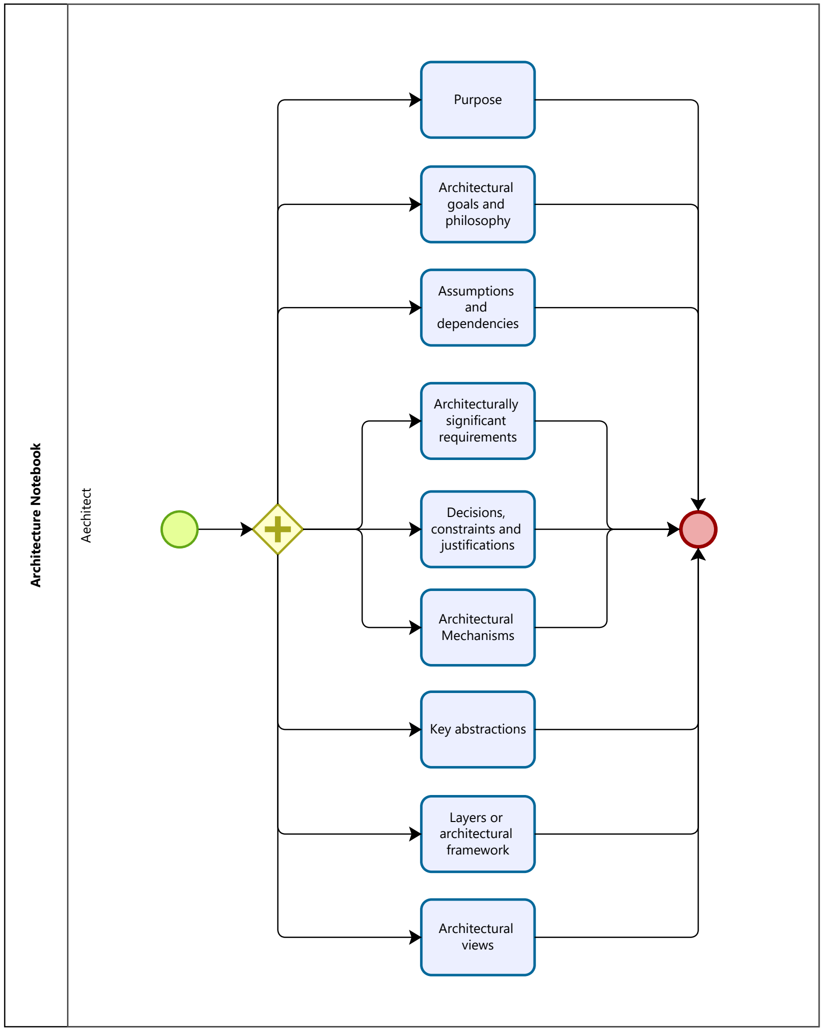
Versión:

1.0

Autor:

mikel

66 6. ARCHITECTURE NOTEBOOK



Architecture Notebook

Aechitect

Purpose

Architectural goals and philosophy

Assumptions and dependencies

Architecturally significant requirements

Decisions, constraints and justifications

Architectural Mechanisms

Key abstractions

Layers or architectural framework

Architectural views

Descripción
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

Descripción
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

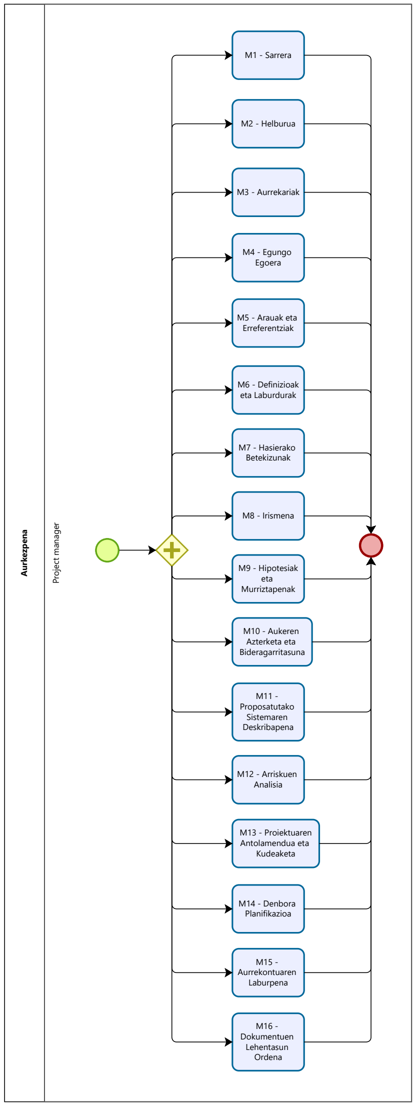
Architect

66.1.1.10 Aechitect

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.

676. AURKEZPENA


Aurkezpena
Project manager
M1 - Sarrera
M2 - Helburua
M3 - Aurrekariak
M4 - Egungo Egoera
M5 - Arauak eta Erreferentziak
M6 - Definizioak eta Laburdurak
M7 - Hasierako Betekizunak
M8 - Irismena
M9 - Hipotesiak eta Murriztapenak
M10 - Aukeren Azterketa eta Bideragarritasuna
M11 - Proposatutako Sistemaren Deskribapena
M12 - Arriskuen Analisia
M13 - Proiektuaren Antolamendua eta Kudeaketa
M14 - Denbora Planifikazioa
M15 - Aurrekontuaren Laburpena
M16 - Dokumentuen Lehentasun Ordena

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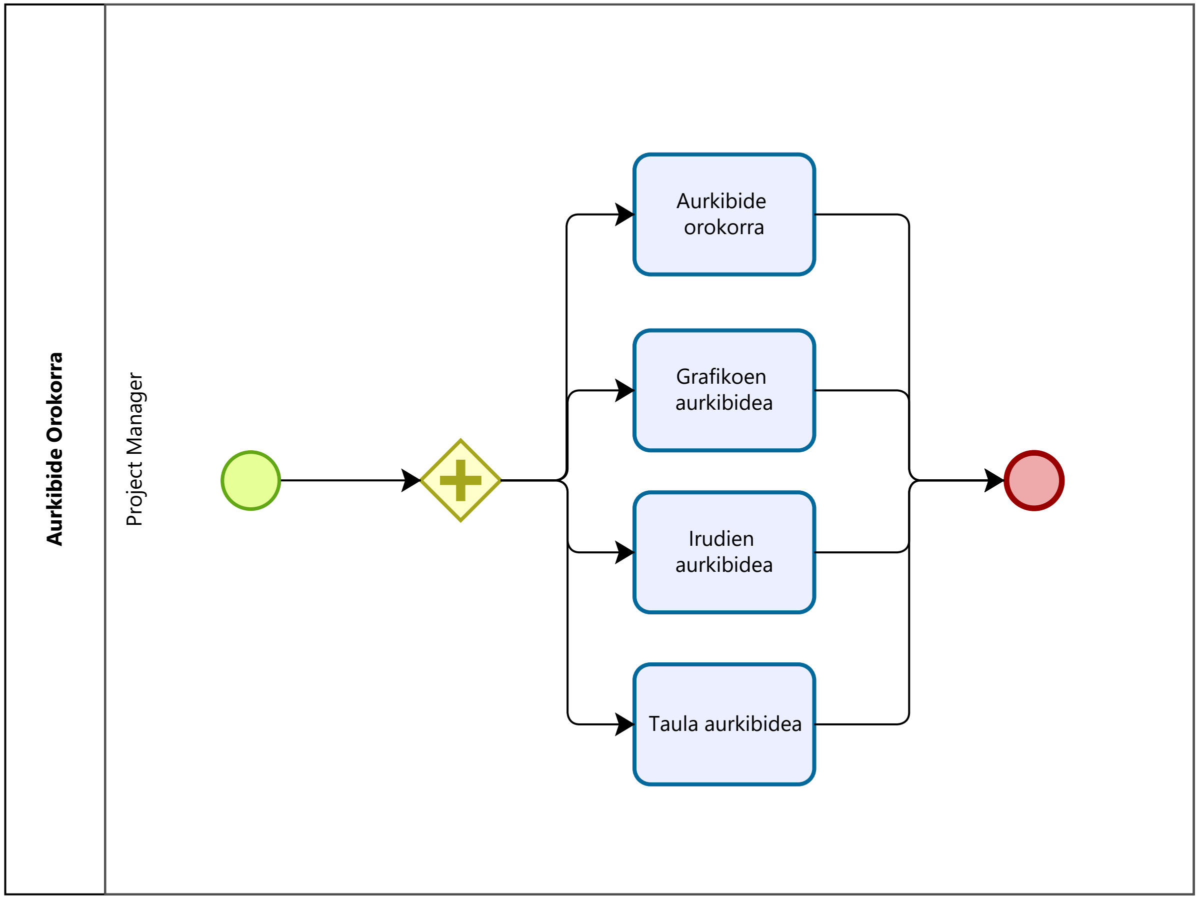
Versión:

1.0

Autor:

ehu

68 6. AURKIBIDE OROKORRA



Powered by bizagi Modeler

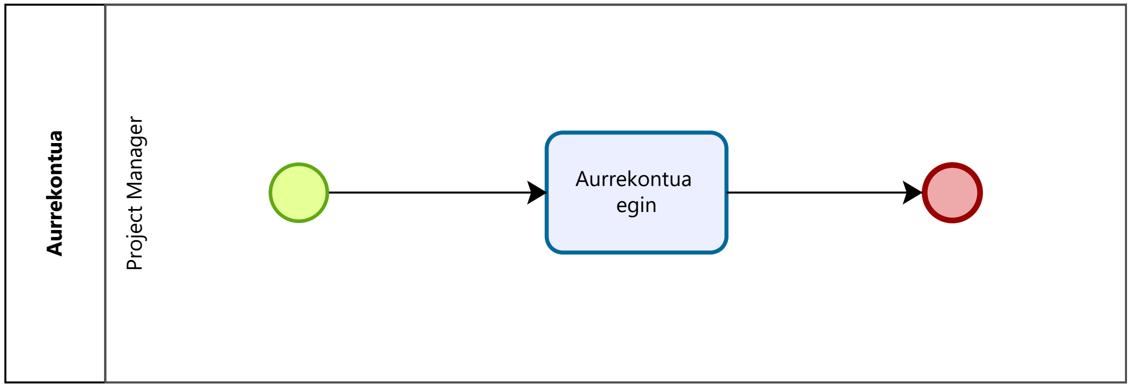
Versión:

1.0

Autor:

mikel

69 6. AURREKONTUA



Powered by bizagi Modeler

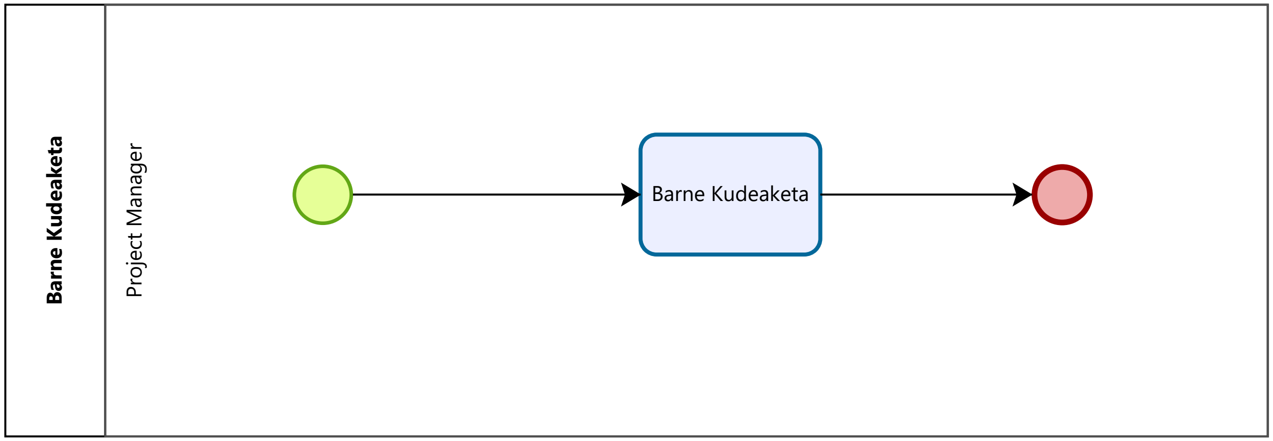
Versión:

1.0

Autor:

mikel

706. BARNE KUDEAKETA



Powered by bizagi Modeler

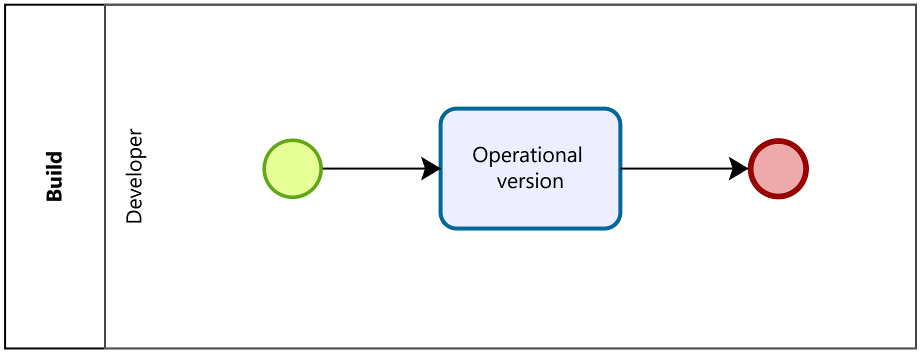
Versión:

1.0

Autor:

mikel

716. BUILD



Versión:

1.0

Autor:

ehu

71.1 BUILD

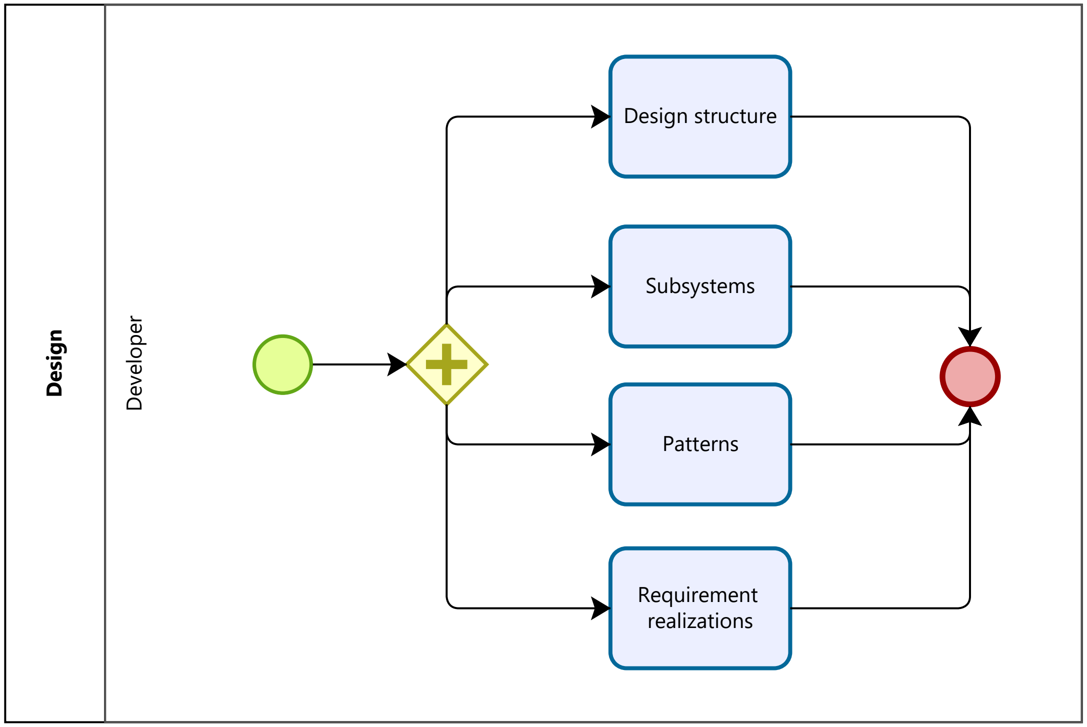
71.1.1 ELEMENTOS DEL PROCESO

71.1.1.1 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.

726. DESIGN


Design
Developer
Design structure
Subsystems
Patterns
Requirement realizations

Versión:

1.0

Autor:

ehu

72.1 DESIGN

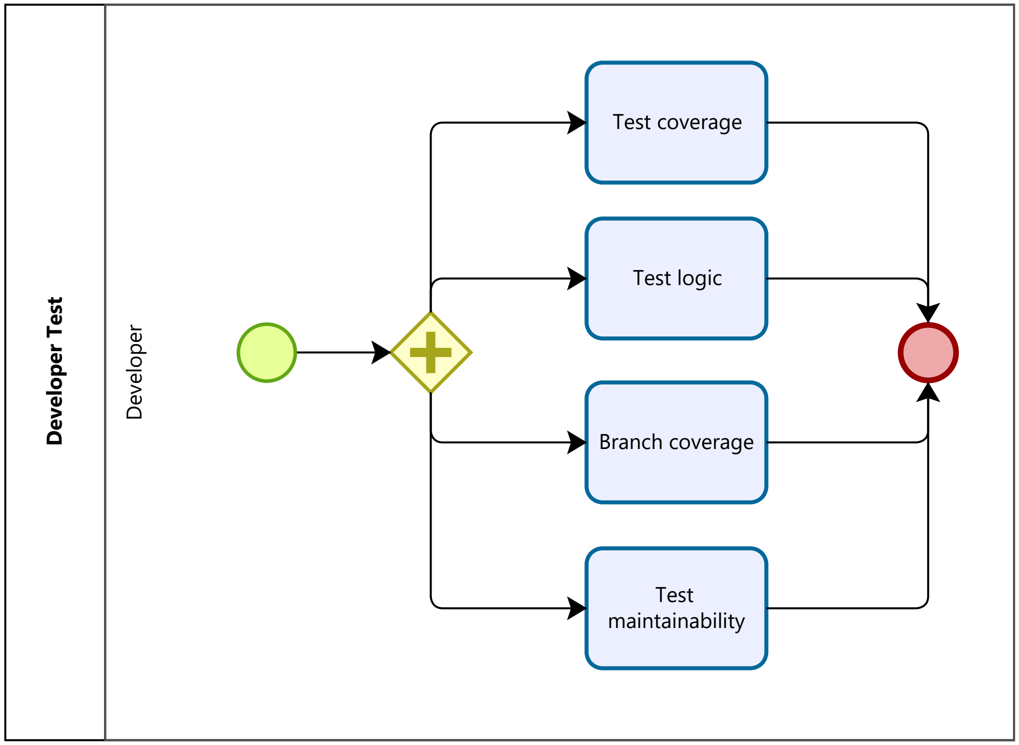
72.1.1 ELEMENTOS DEL PROCESO

72.1.1.1 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.

736. DEVELOPER TEST



Versión:

1.0

Autor:

ehu

73.1 DEVELOPER TEST

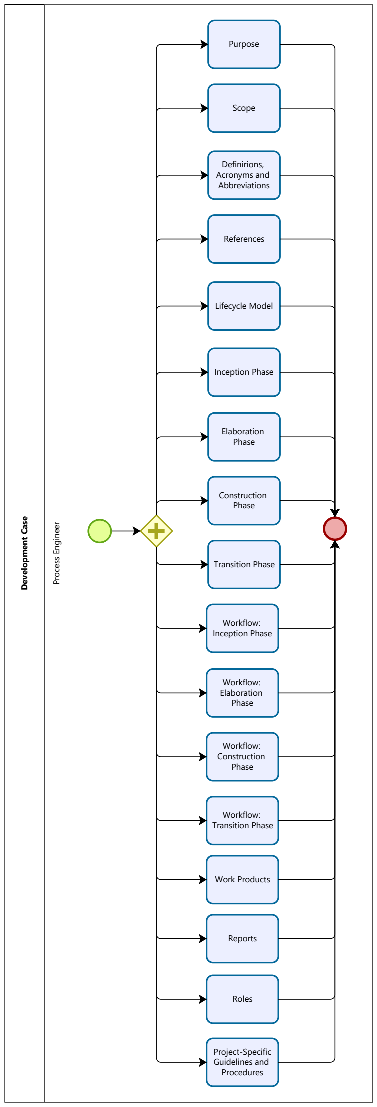
73.1.1 ELEMENTOS DEL PROCESO

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


Development Case
Process Engineer
Purpose
Scope
Definirions, Acronyms and Abbreviations
References
Lifecycle Model
Inception Phase
Elaboration Phase
Construction Phase
Transition Phase
Workflow: Inception Phase
Workflow: Elaboration Phase
Workflow: Construction Phase
Workflow: Transition Phase
Work Products
Reports
Roles
Project-Specific Guidelines and Procedures

Descripción
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 Workflow: Inception Phase

Ejecutantes

Process Engineer

74.1.1.11 Workflow: Elaboration Phase

Ejecutantes

Process Engineer

74.1.1.12 Workflow: Construction Phase

Ejecutantes

Process Engineer

74.1.1.13 Workflow: Transition Phase

Ejecutantes

Process Engineer

74.1.1.14 Work Products

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

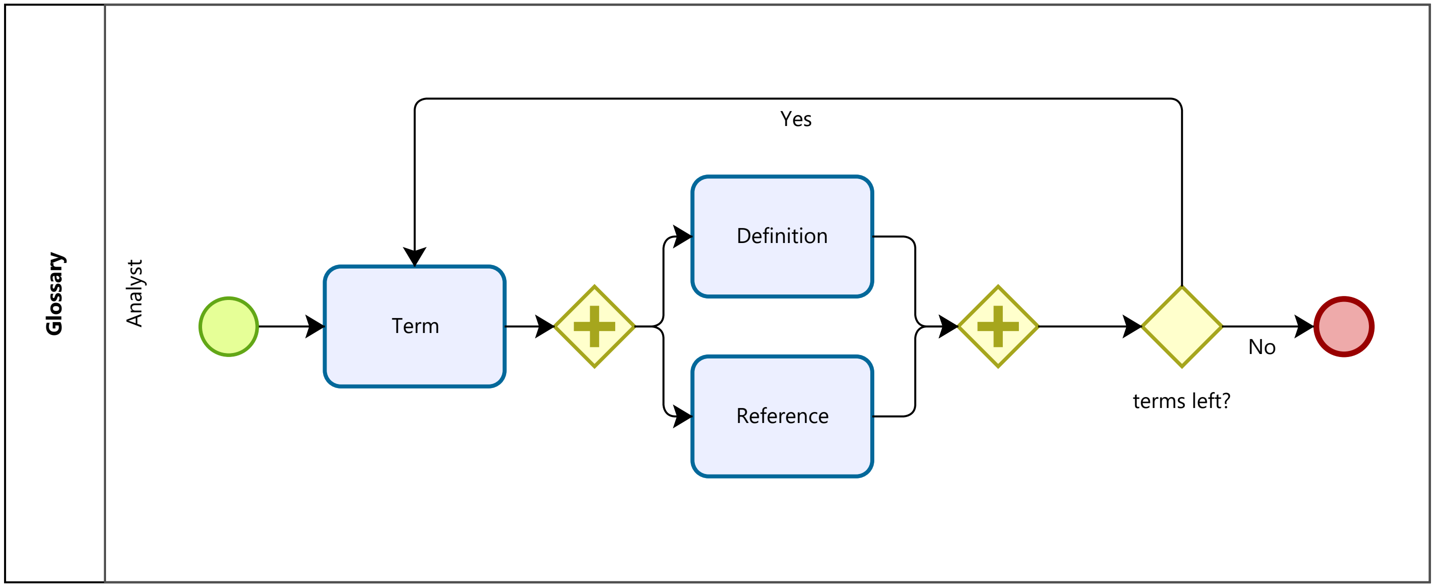
Process Engineer

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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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.

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

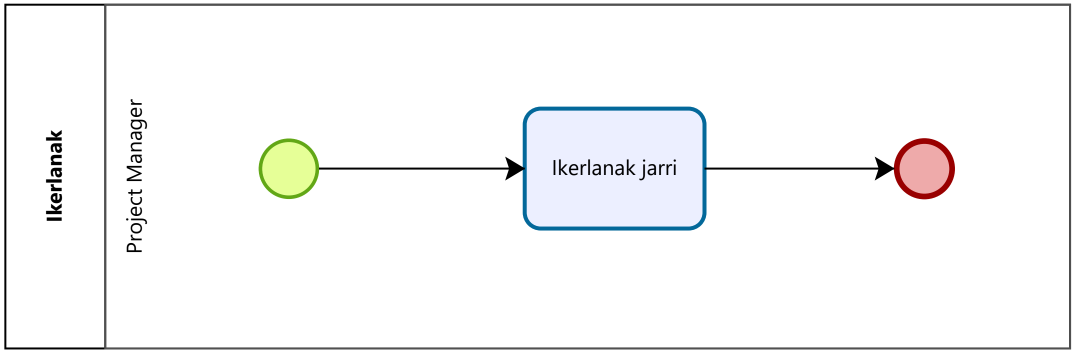
Ejecutantes

Analyst

75.1.1.4 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



Powered by bizagi Modeler

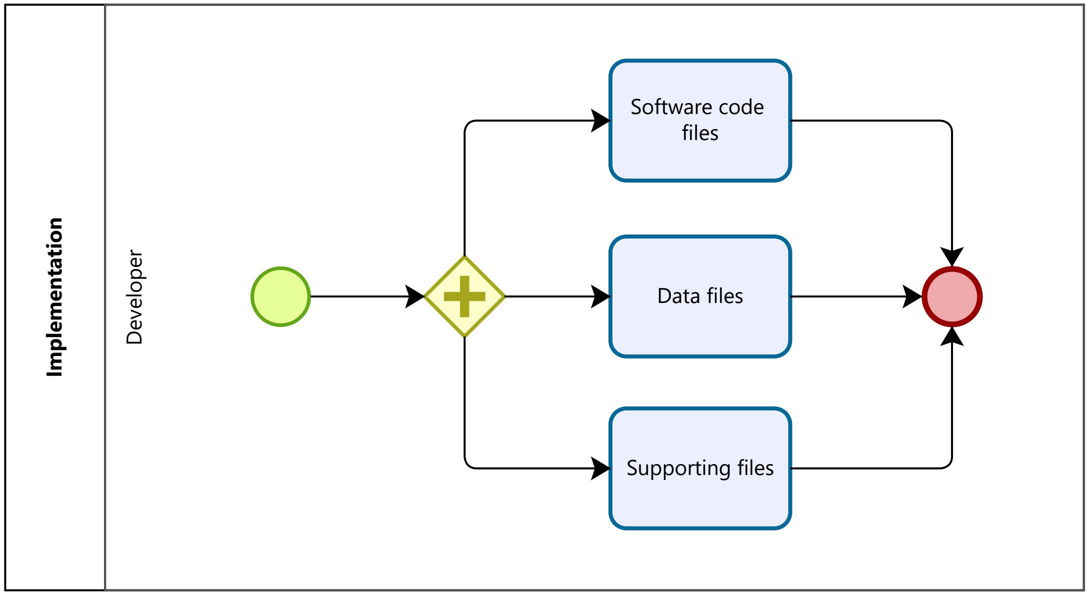
Versión:

1.0

Autor:

mikel

776. IMPLEMENTATION



Versión:

1.0

Autor:

ehu

77.1 IMPLEMENTATION

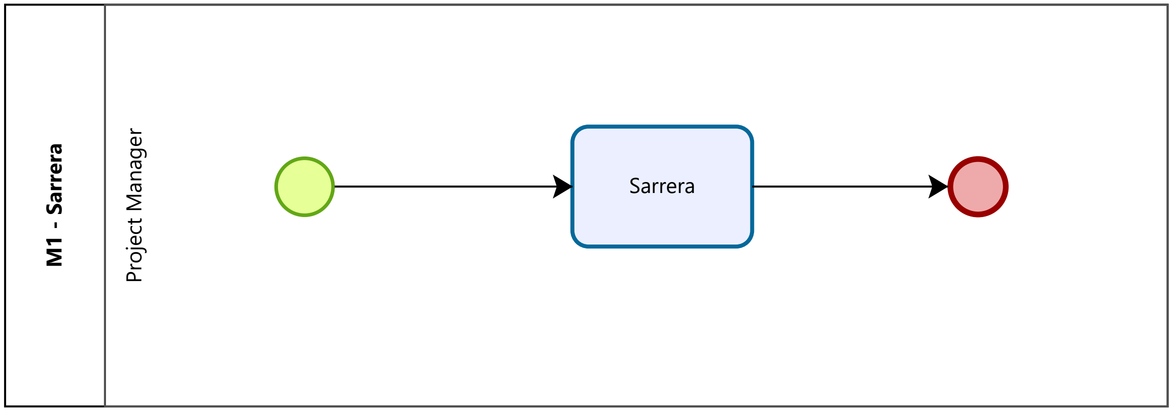
77.1.1 ELEMENTOS DEL PROCESO

77.1.1.1 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.

786. M1 - SARRERA



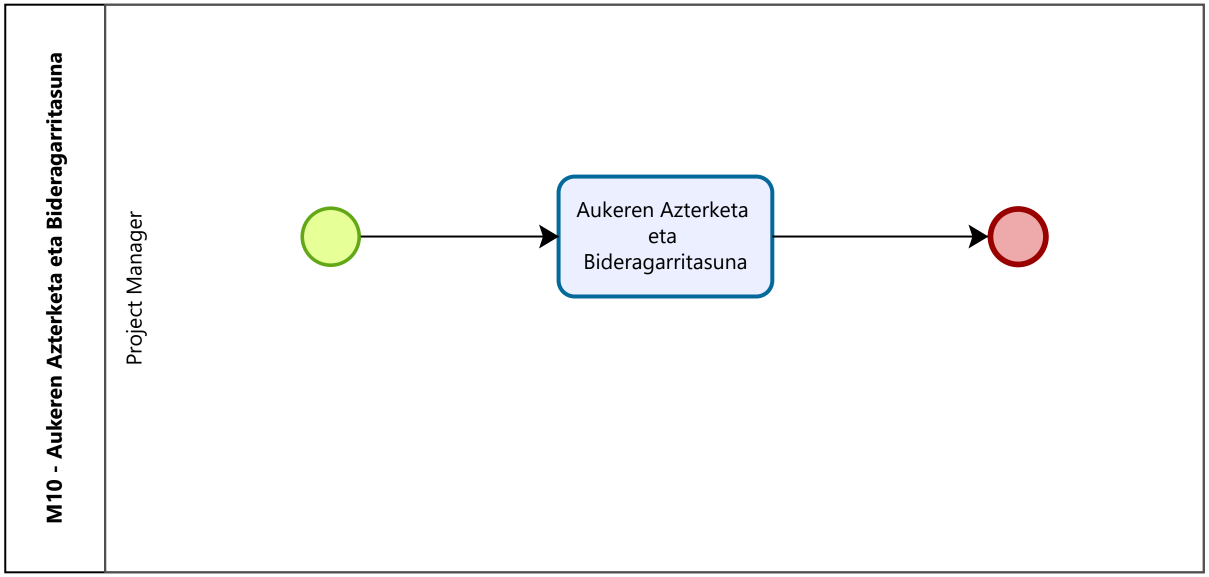
Versión:

1.0

Autor:

mikel

796. M10 - AUKEREN AZTERKETA ETA BIDERAGARRITASUNA


M10 - Aukeren Azterketa eta Bideragarritasuna
Project Manager
Aukeren Azterketa eta Bideragarritasuna

Powered by bizagi Modeler

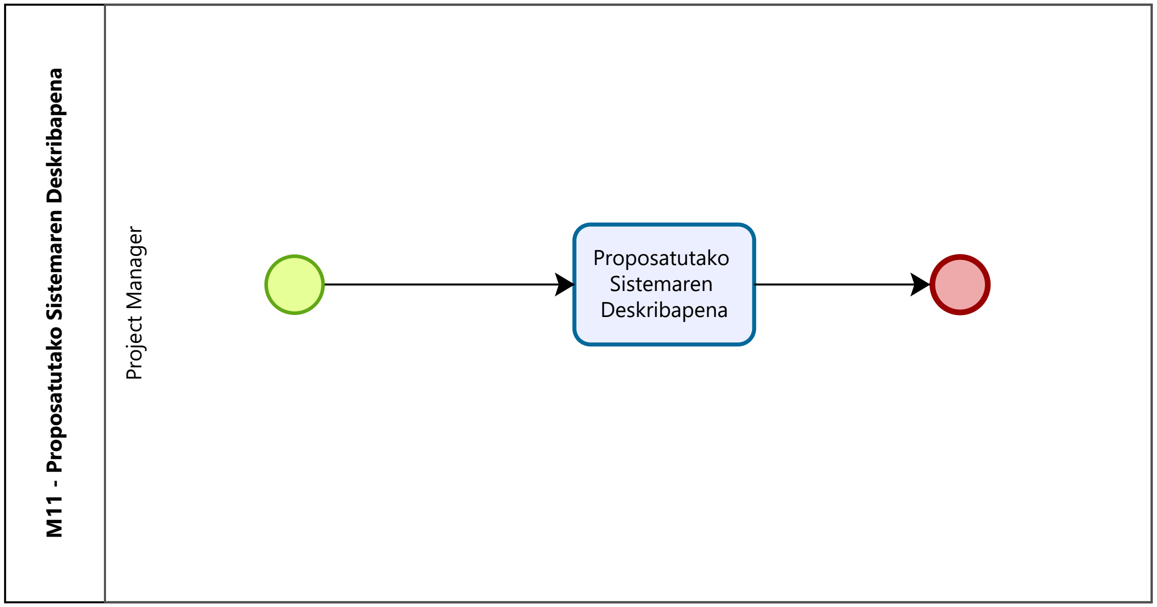
Versión:

1.0

Autor:

mikel

80 6. M11 - PROPOSATUTAKO SISTEMAREN DESKRIBAPENA


M11 - Proposatutako Sistemaren Deskribapena
Project Manager
Proposatutako Sistemaren Deskribapena

Powered by bizagi Modeler

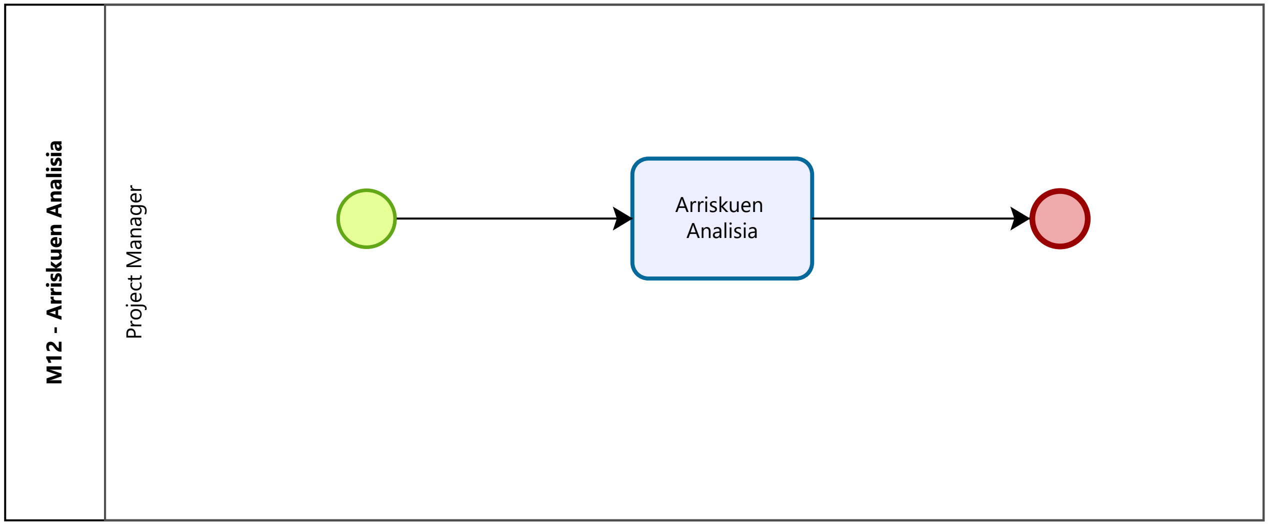
Versión:

1.0

Autor:

mikel

816. M12 - ARRISKUEN ANALISIA



Powered by bizagi Modeler

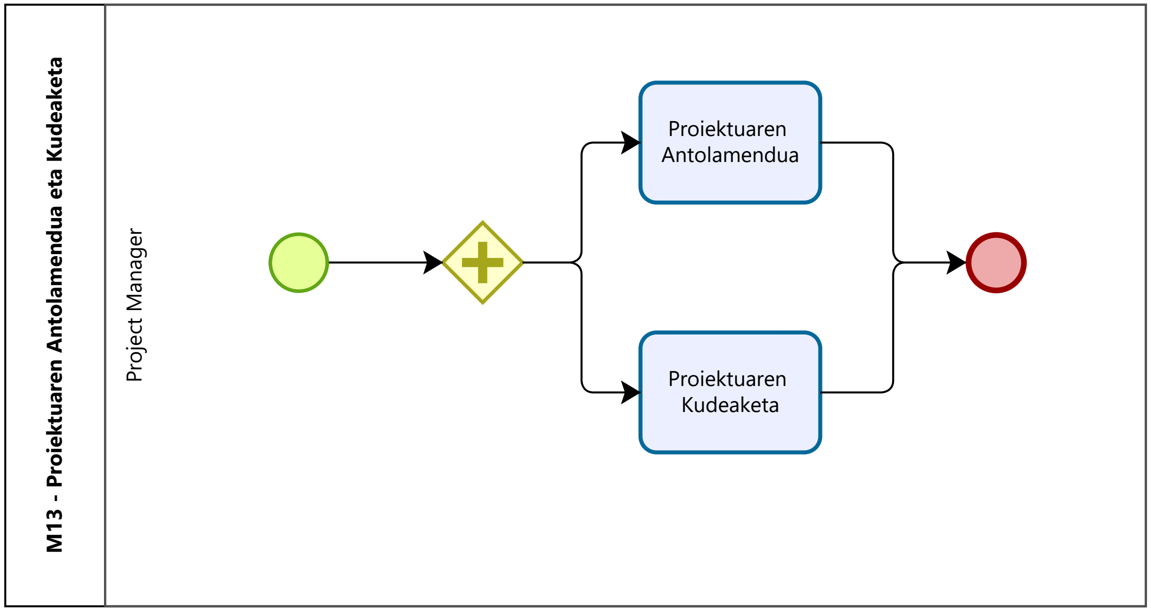
Versión:

1.0

Autor:

mikel

82 6. M13 - PROIEKTUAREN ANTOLAMENDUA ETA KUDEAKETA


M13 - Proiektuaren Antolamendua eta Kudeaketa
Project Manager
Proiektuaren Antolamendua
Proiektuaren Kudeaketa

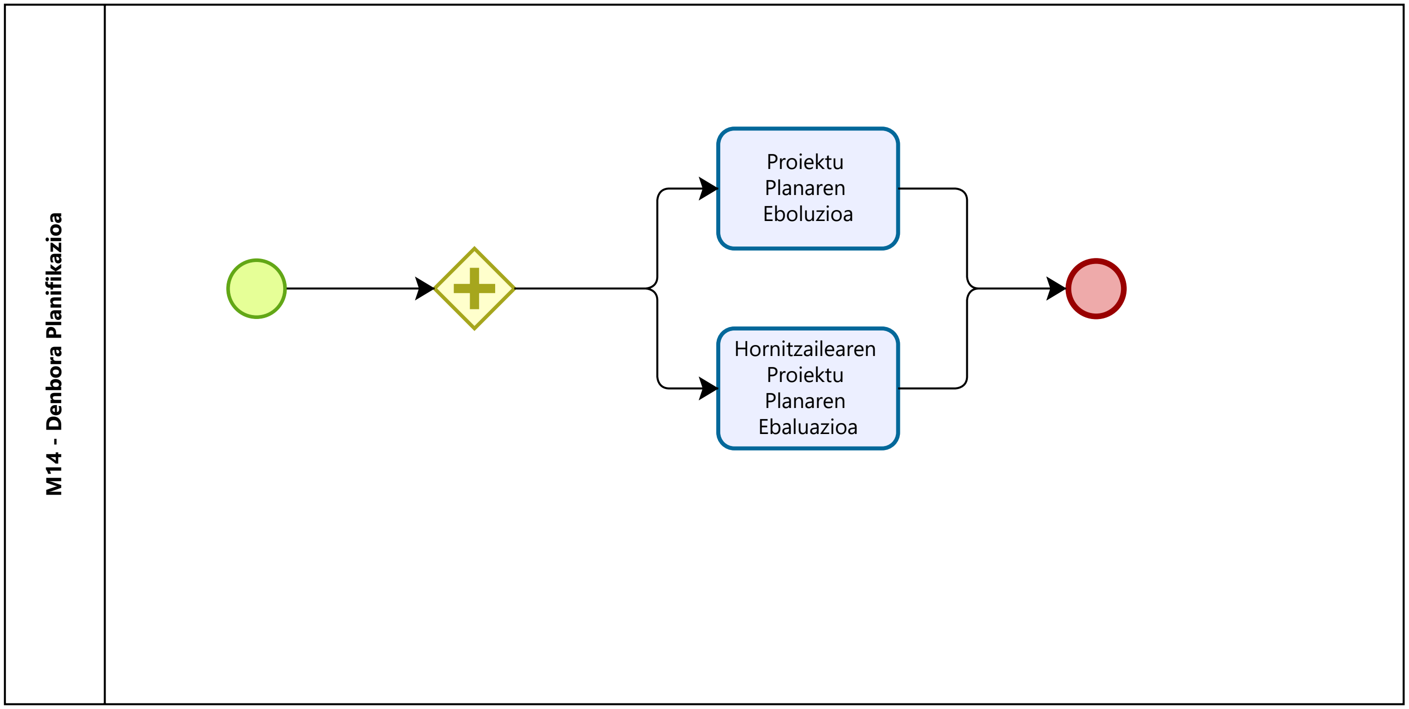
Versión:

1.0

Autor:

mikel

83 6. M14 - DENBORA PLANIFIKAZIOA


M14 - Denbora Planifikazioa
Proiektu Planaren Eboluzioa
Hornitzailearen Proiektu Planaren Ebaluazioa

Powered by bizagi Modeler

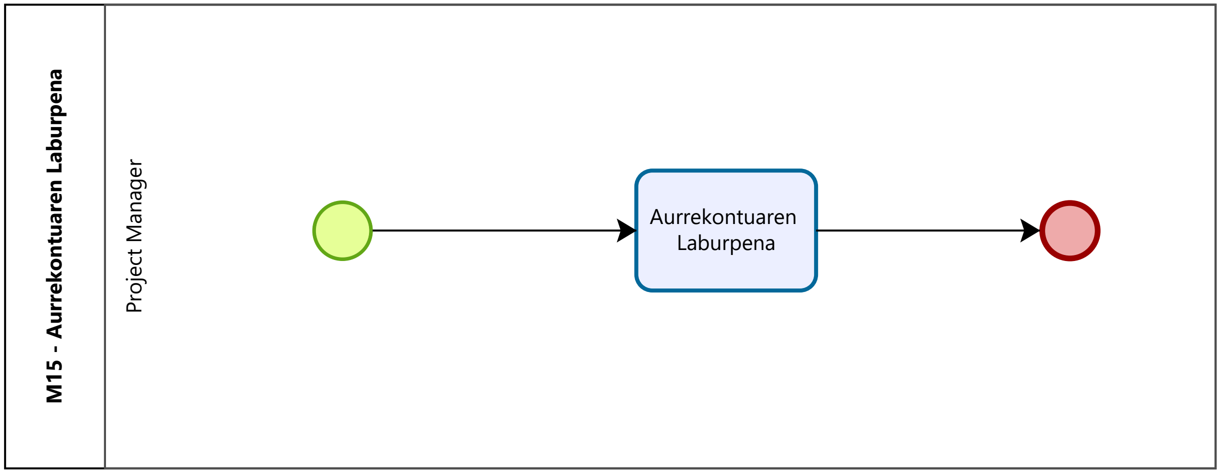
Versión:

1.0

Autor:

mikel

84 6. M15 - AURREKONTUAREN LABURPENA



Powered by bizagi Modeler

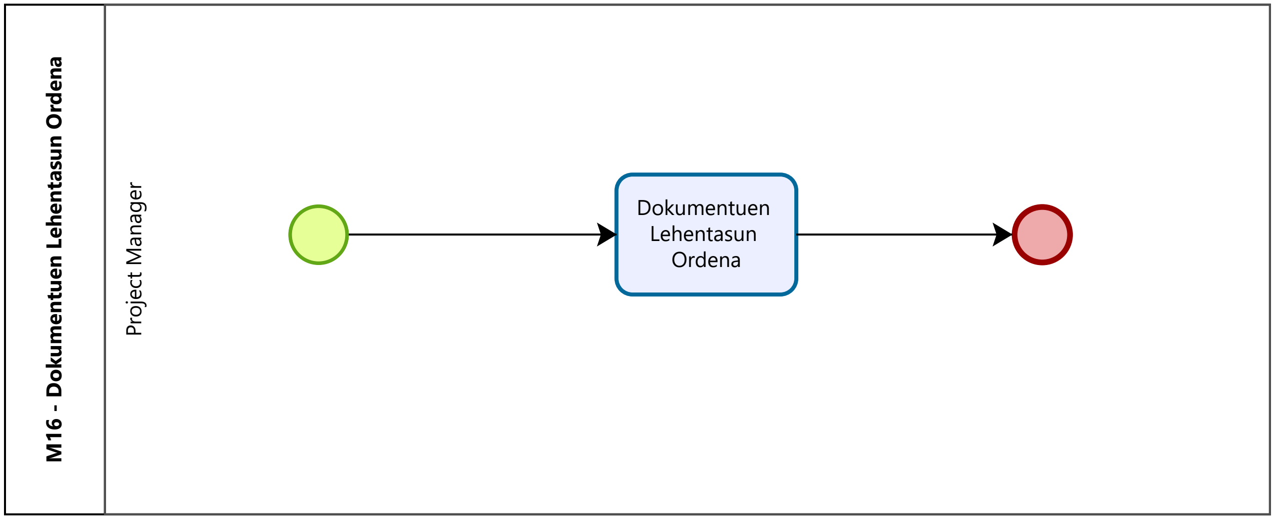
Versión:

1.0

Autor:

mikel

85 6. M16 - DOKUMENTUEN LEHENTASUN ORDENA


M16 - Dokumentuen Lehentasun Ordena
Project Manager
Dokumentuen Lehentasun Ordena

Powered by bizagi Modeler

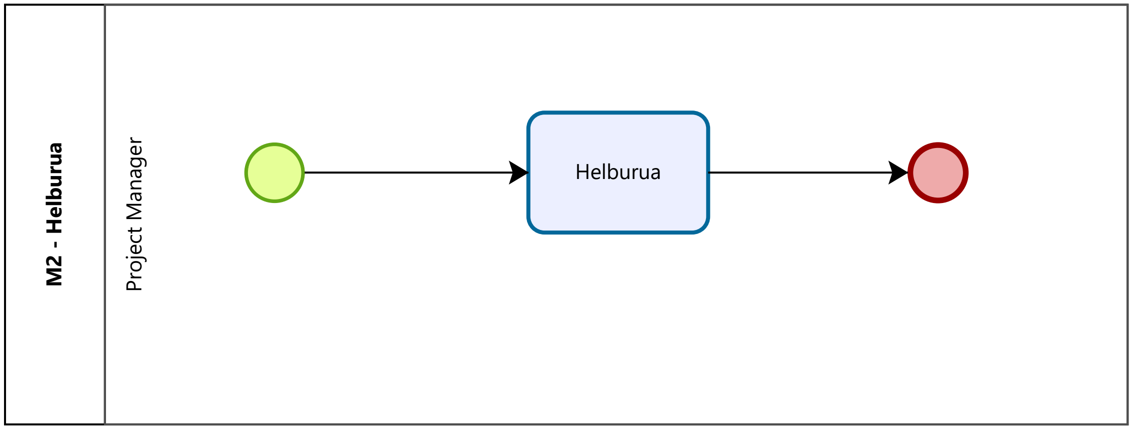
Versión:

1.0

Autor:

mikel

86 6. M2 - HELBURUA



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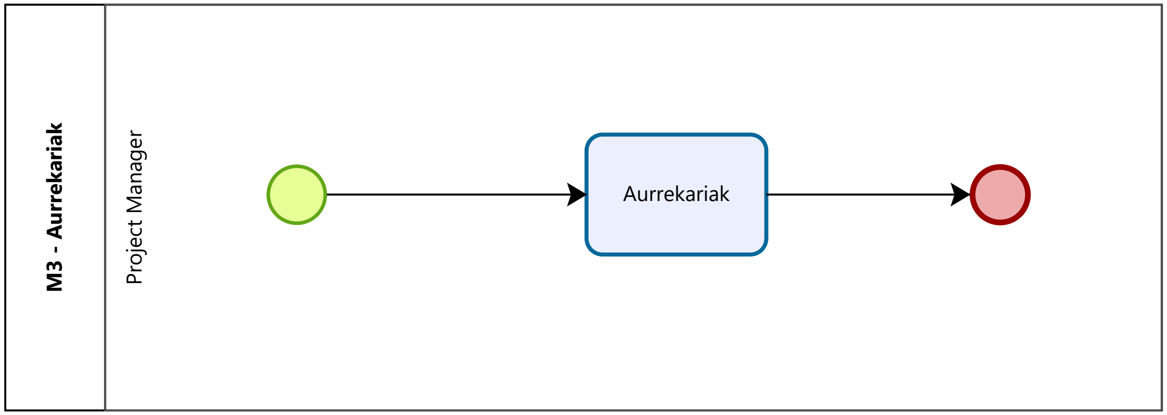
Autor:

mikel

876. M3 - AURREKARIAK



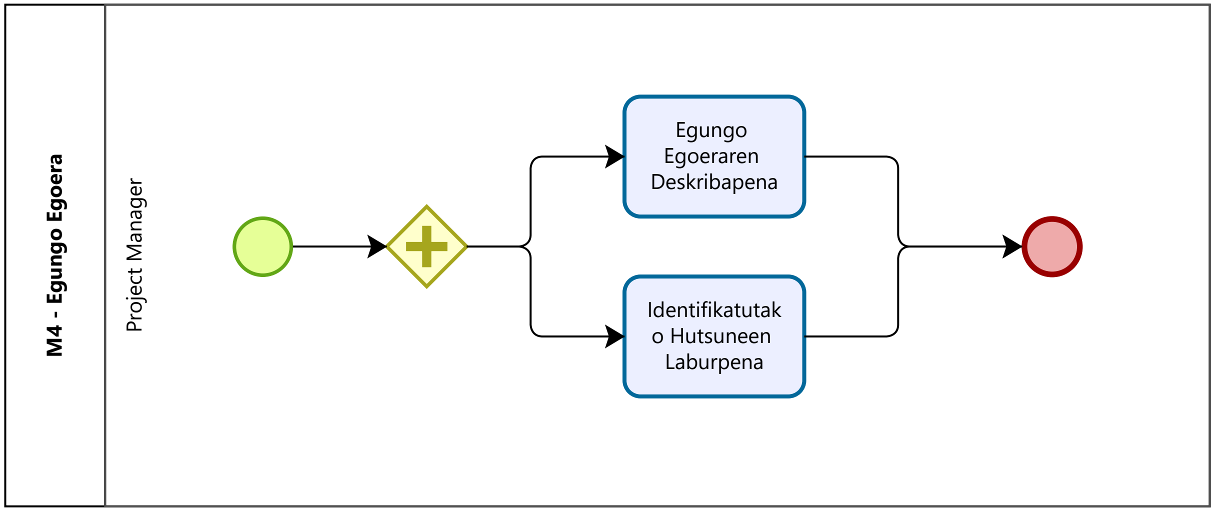
Versión:

1.0

Autor:

mikel

88 6. M4 - EGUNGO EGOERA


M4 - Egungo Egoera
Project Manager
Egungo Egoeraren Deskribapena
Identifikatutako Hutsuneen Laburpena

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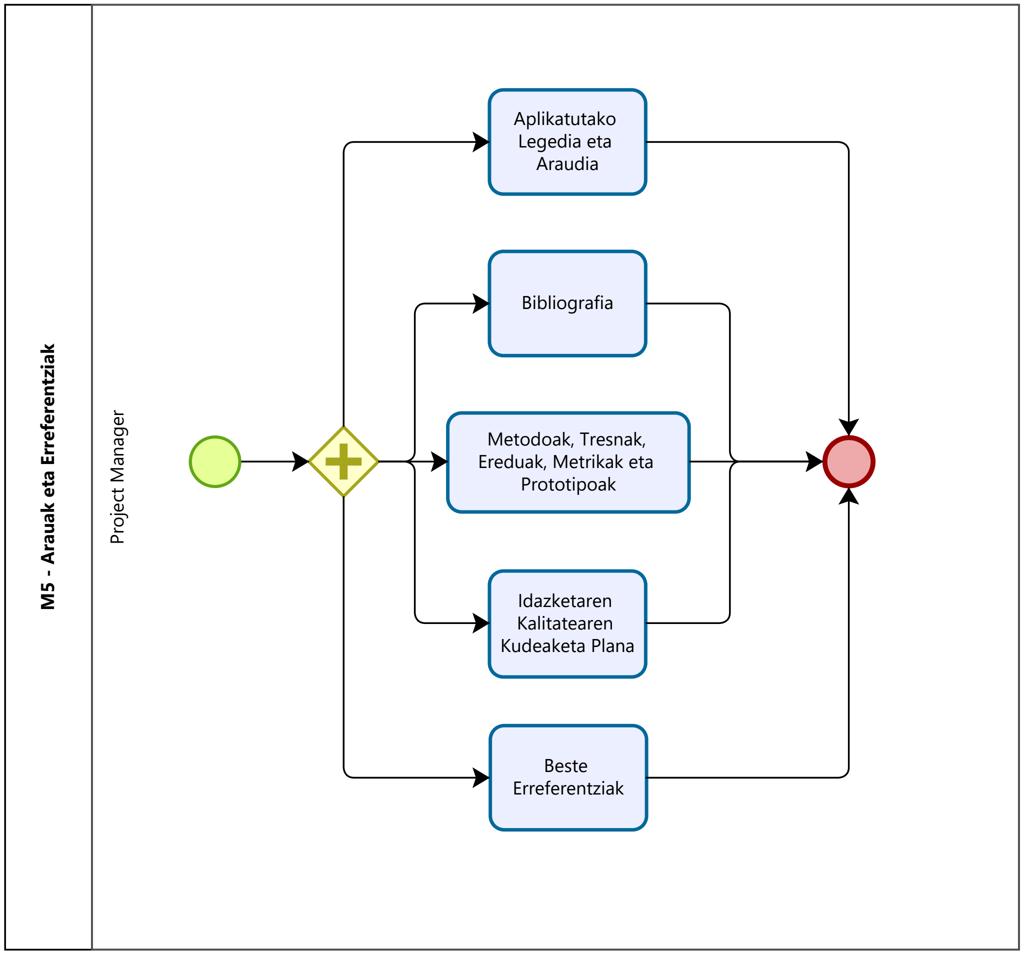
Versión:

1.0

Autor:

mikel

89 6. M5 - ARAUAK ETA ERREFERENTZIAK


M5 - Arauak eta Erreferentziak
Project Manager
Aplikatutako Legedia eta Araudia
Bibliografia
Metodoak, Tresnak, Ereduak, Metrikak eta Prototipoak
Idazketaren Kalitatearen Kudeaketa Plana
Beste Erreferentziak

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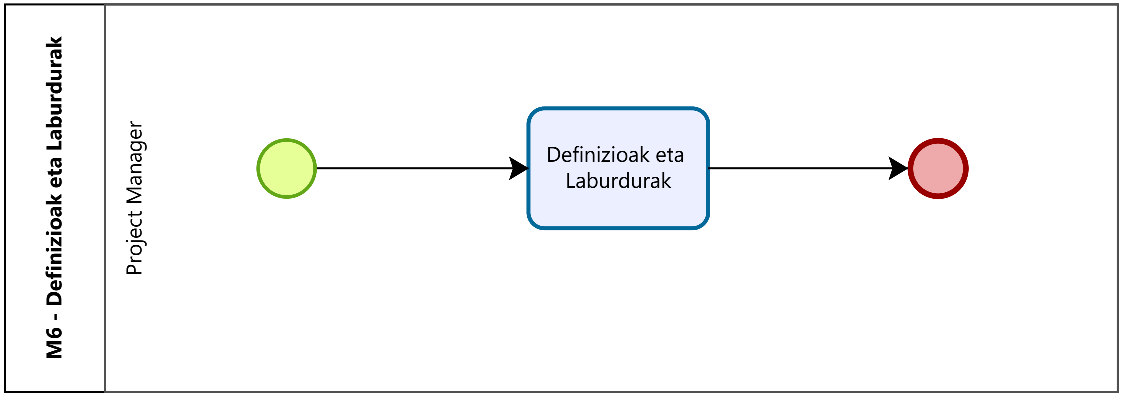
Versión:

1.0

Autor:

mikel

90 6. M6 - DEFINIZIOAK ETA LABURDURAK



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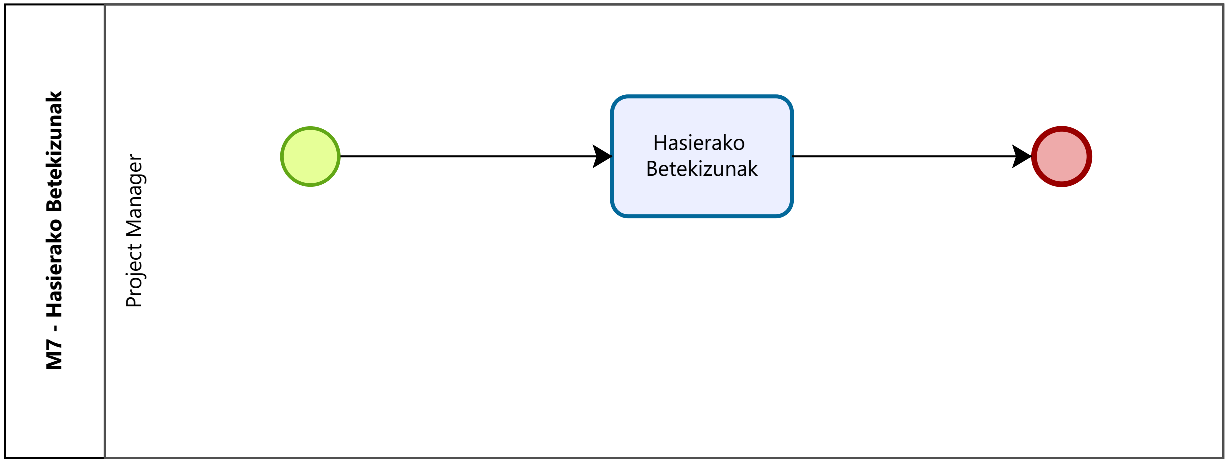
Versión:

1.0

Autor:

mikel

916. M7 - HASIERAKO BETEKIZUNAK



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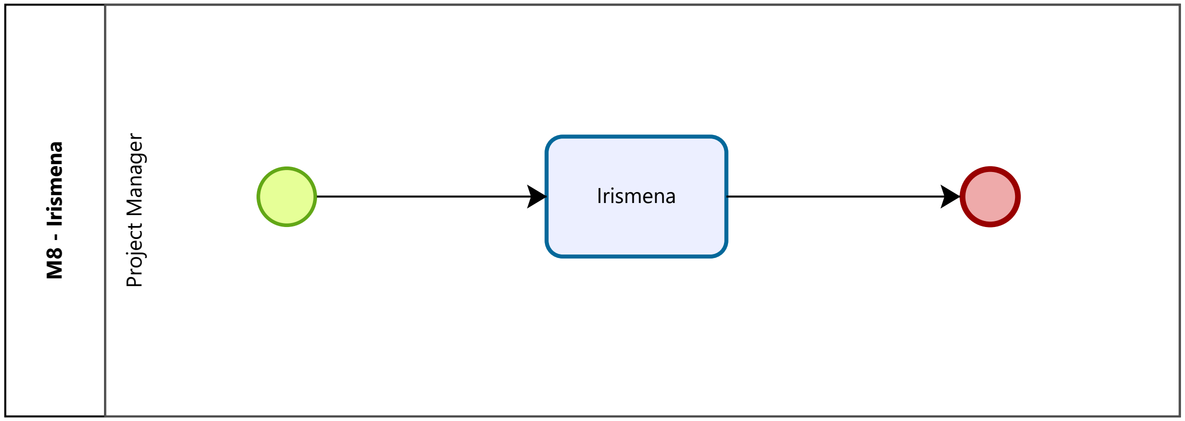
Versión:

1.0

Autor:

mikel

92 6. M8 - IRISMENA



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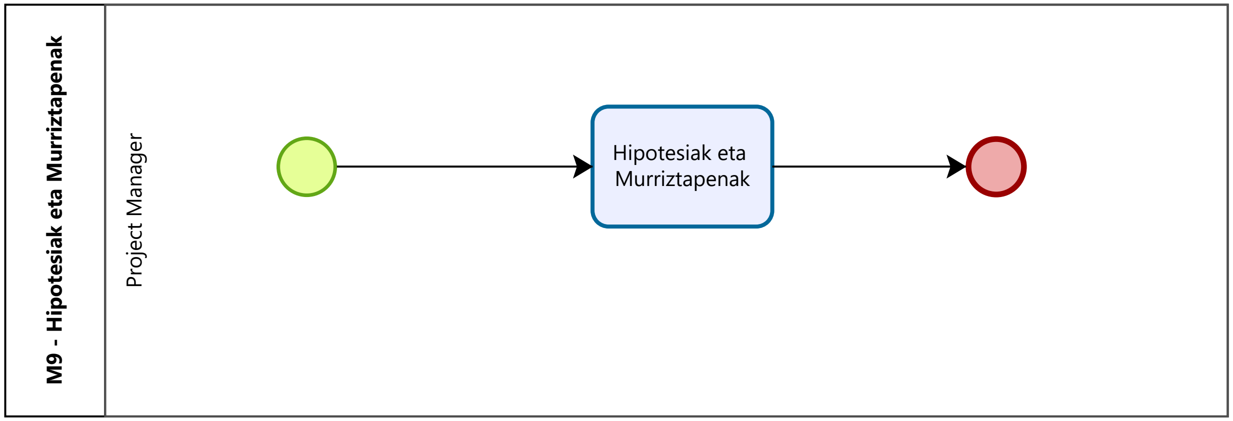
Versión:

1.0

Autor:

mikel

93 6. M9 - HIPOTESIAK ETA MURRIZTAPENAK


M9 - Hipotesiak eta Murriztapenak
Project Manager
Hipotesiak eta Murriztapenak

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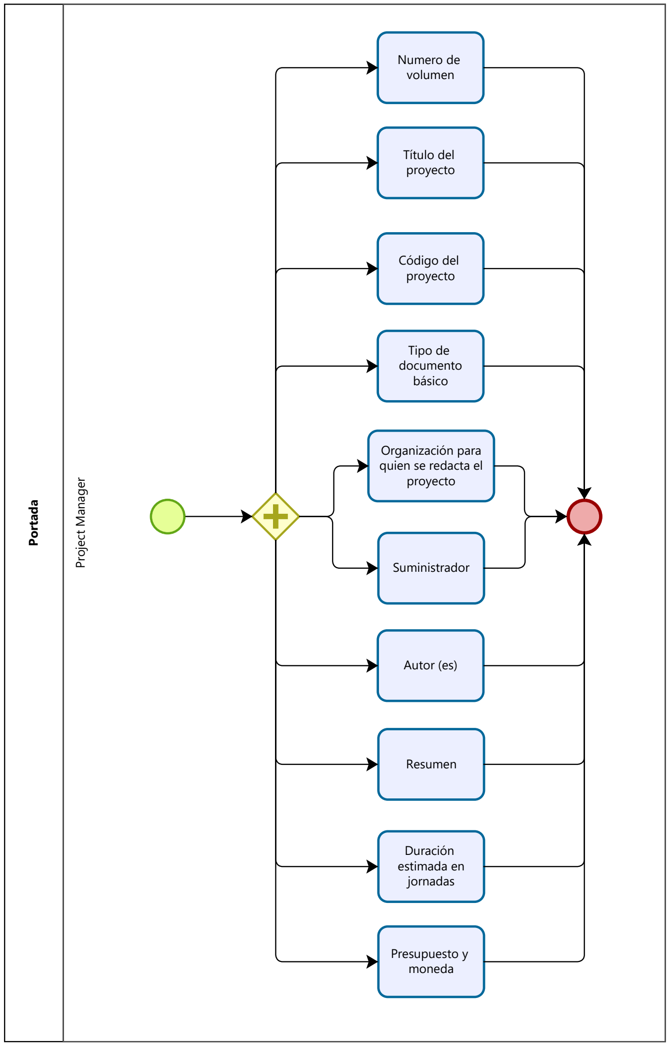
Versión:

1.0

Autor:

mikel

94 6. PORTADA



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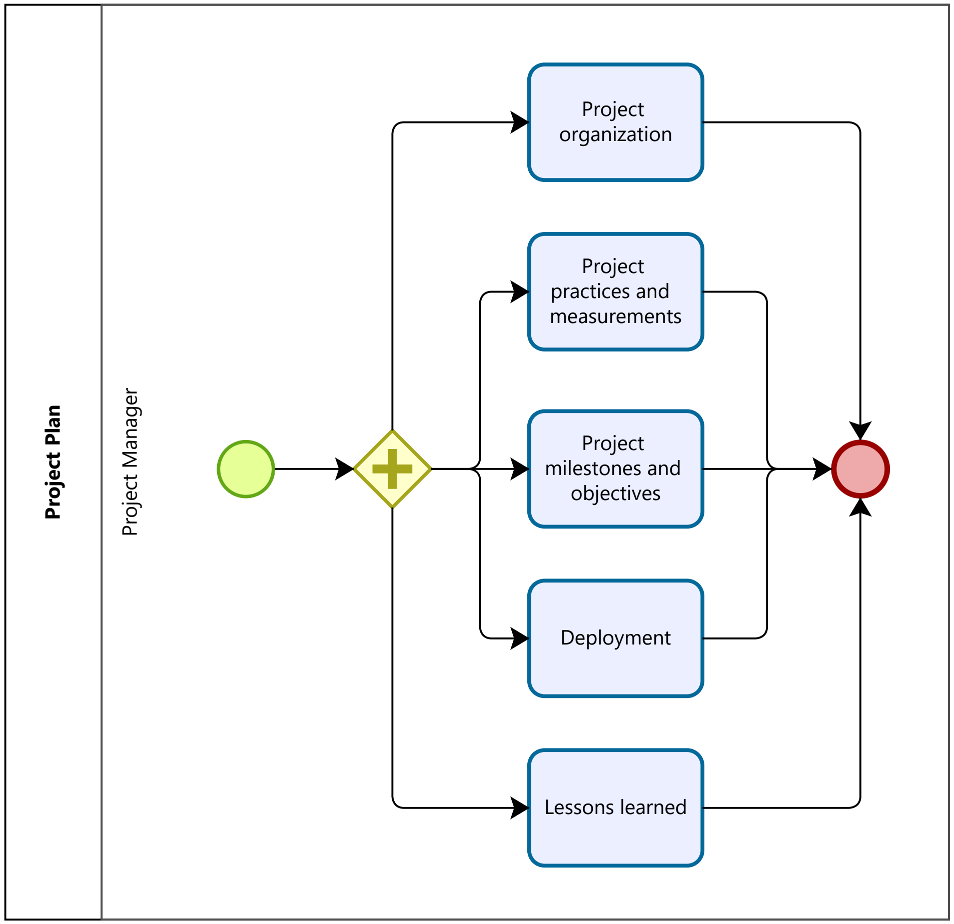
Versión:

1.0

Autor:

mikel

95 6. PROJECT PLAN



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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.

Versión:

1.0

Autor:

ehu

95.1 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.

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

Project Manager

95.1.1.5 ☐Lessons learned

Ejecutantes

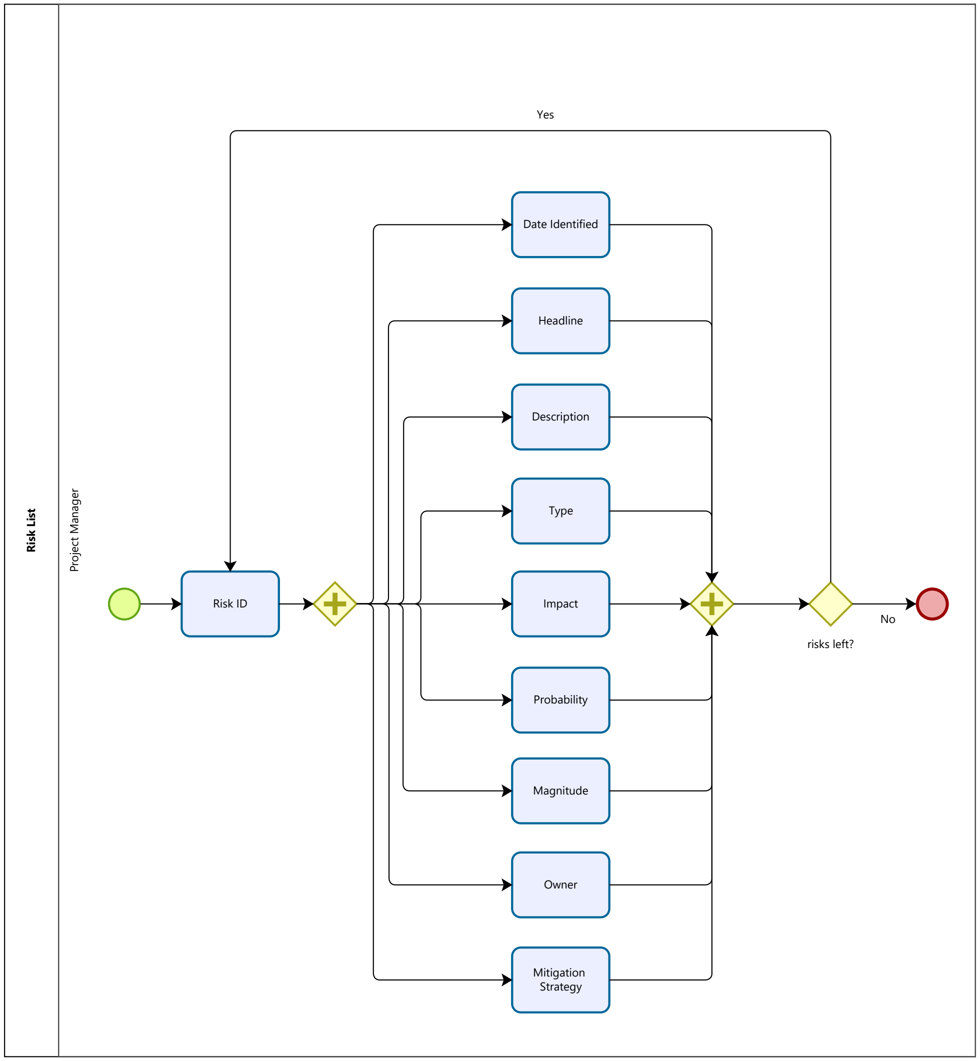
Project Manager

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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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.

Versión:

1.0

Autor:

ehu

96.1 RISK LIST

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.

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

96.1.1.6 ☐Impact

Ejecutantes

Project Manager

96.1.1.7 ☐Probability

Ejecutantes

Project Manager

96.1.1.8 ☐Magnitude

Ejecutantes

Project Manager

96.1.1.9 ☐Owner

Ejecutantes

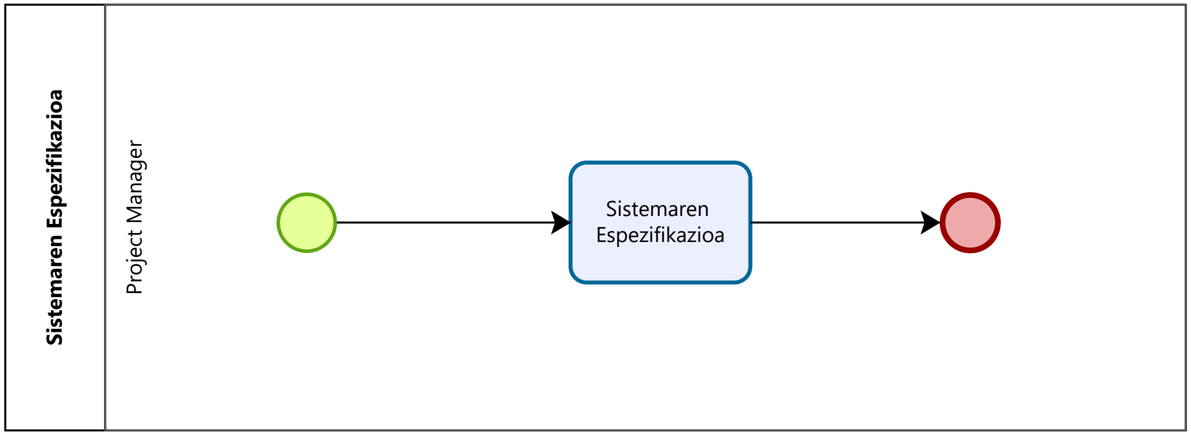
Project Manager

96.1.1.10 ☐Mitigation Strategy

Ejecutantes

Project Manager

976. SISTEMAREN ESPEZIFIKAZIOA



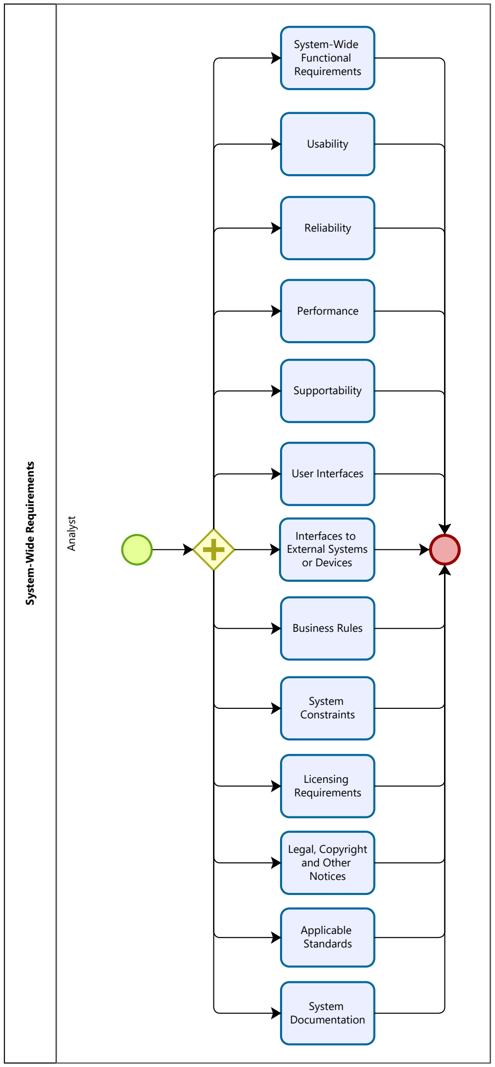
Versión:

1.0

Autor:

mikel

98 6. SYSTEM-WIDE REQUIREMENTS



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

98.1.1 ELEMENTOS DEL PROCESO

98.1.1.1 ☐System-Wide Functional Requirements

Ejecutantes

Analyst

98.1.1.2 ☐Usability

Ejecutantes

Analyst

98.1.1.3 ☐Reliability

Ejecutantes

Analyst

98.1.1.4 ☐Performance

Ejecutantes

Analyst

98.1.1.5 ☐Supportability

Ejecutantes

Analyst

98.1.1.6 User Interfaces

Ejecutantes

Analyst

98.1.1.7 Interfaces to External Systems or Devices

Ejecutantes

Analyst

98.1.1.8 Business Rules

Ejecutantes

Analyst

98.1.1.9 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

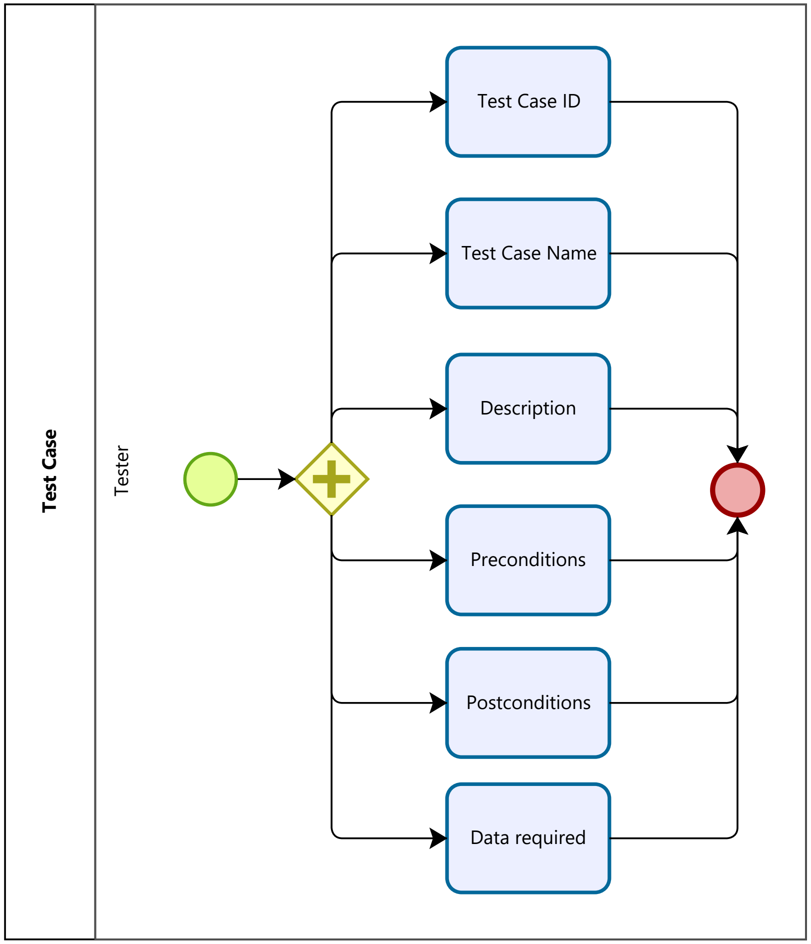
Analyst

98.1.1.14 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.

99 6. TEST CASE



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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.

Versión:

1.0

Autor:

ehu

99.1 TEST CASE

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.

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

Tester

99.1.1.6 Data required

Ejecutantes

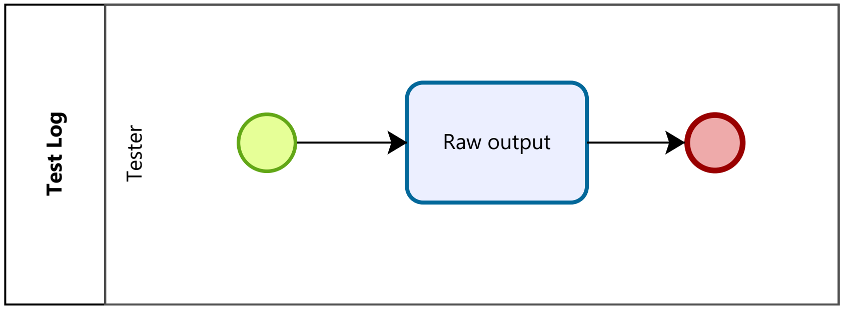
Tester

99.1.1.7 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



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Autor:

ehu

100.1 TEST LOG

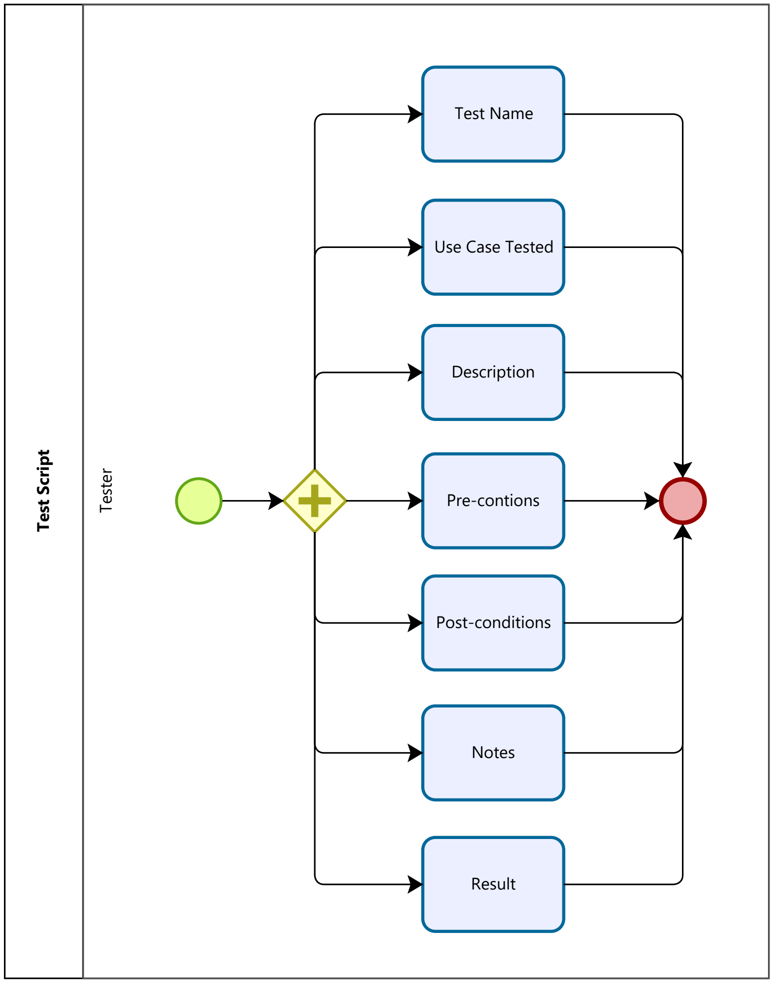
100.1.1 ELEMENTOS DEL PROCESO

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


Test Script
Tester
Test Name
Use Case Tested
Description
Pre-contions
Post-conditions
Notes
Result

Versión:

1.0

Autor:

ehu

101.1 TEST SCRIPT

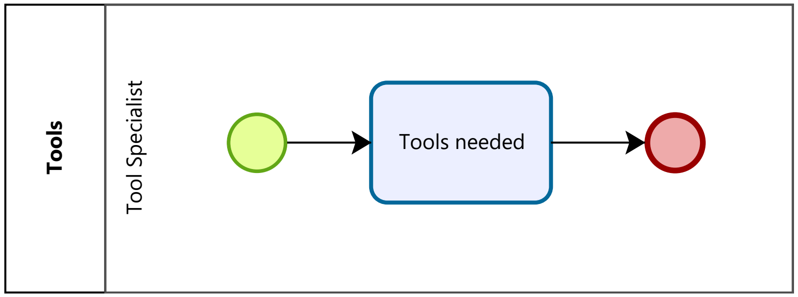
101.1.1 ELEMENTOS DEL PROCESO

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



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

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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

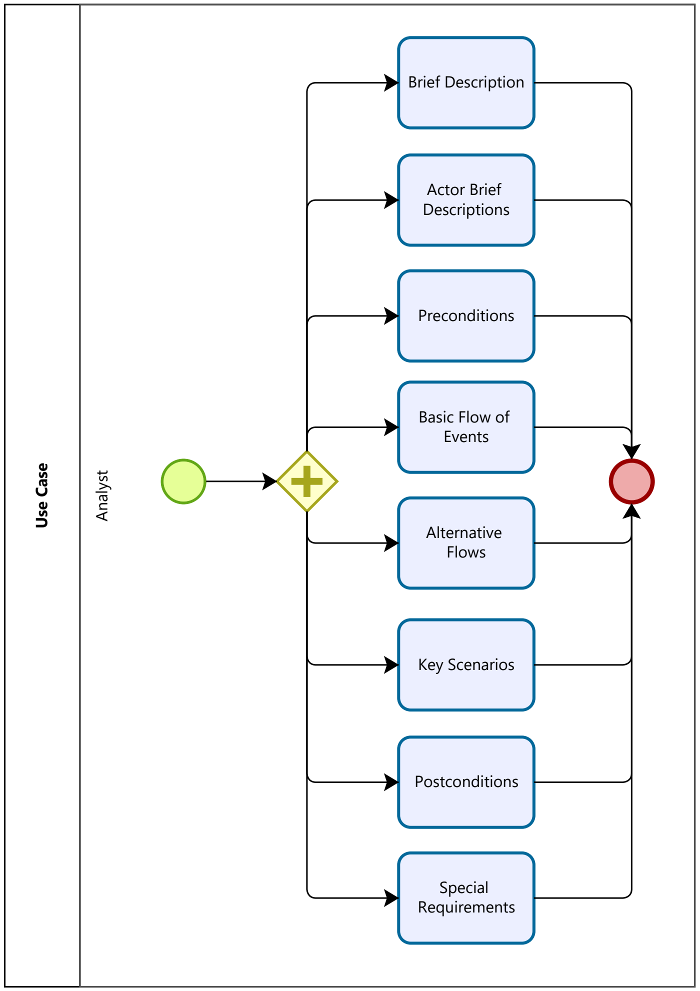
Ejecutantes

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



Use Case

Analyst

Brief Description

Actor Brief Descriptions

Preconditions

Basic Flow of Events

Alternative Flows

Key Scenarios

Postconditions

Special Requirements

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Descripción
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

Descripción
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

Analyst

103.1.1.5 Alternative Flows

Ejecutantes

Analyst

103.1.1.6 Key Scenarios

Ejecutantes

Analyst

103.1.1.7 Postconditions

Ejecutantes

Analyst

103.1.1.8 Special Requirements

Ejecutantes

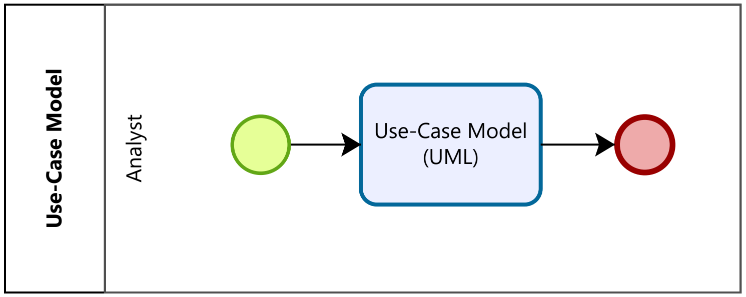
Analyst

103.1.1.9 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.

104 6. USE-CASE MODEL



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Modeler

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.

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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.

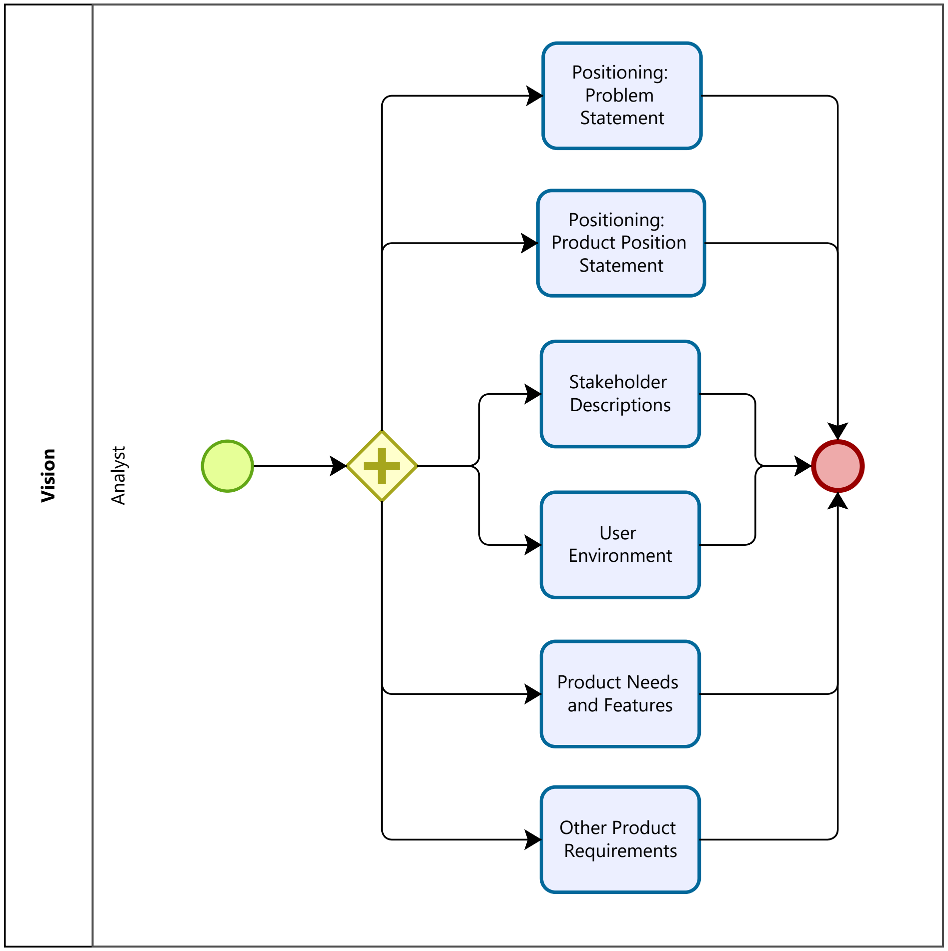
104.1.1 ELEMENTOS DEL PROCESO

104.1.1.1 Use-Case Model (UML)

Ejecutantes

Analyst

105 6. VISION


Vision
Analyst
Positioning: Problem Statement
Positioning: Product Position Statement
Stakeholder Descriptions
User Environment
Product Needs and Features
Other Product Requirements

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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.

Versión:

1.0

Autor:

ehu

105.1 VISION

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.

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

Analyst

105.1.1.6 Other Product Requirements

Ejecutantes

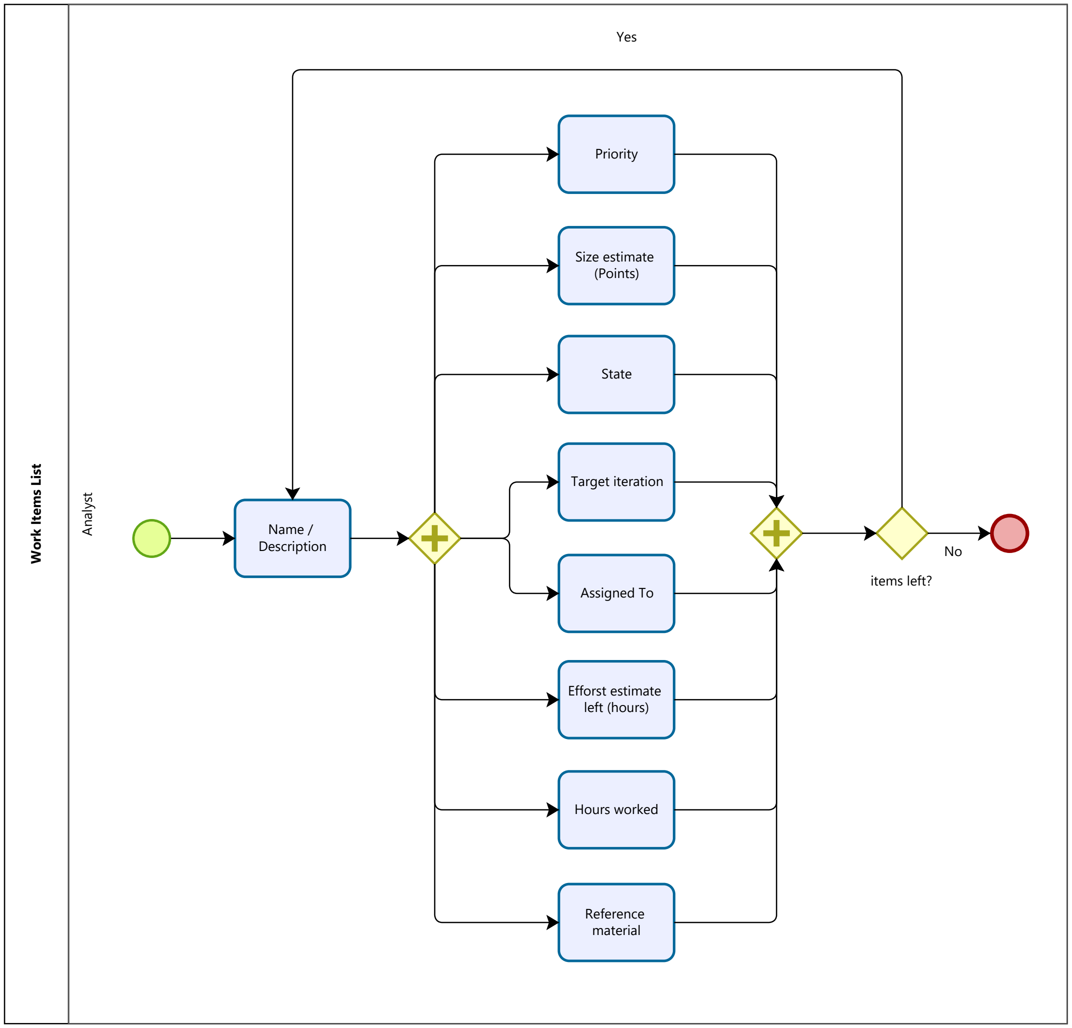
Analyst

105.1.1.7 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


Work Items List
Analyst
Yes
Name / Description
Priority
Size estimate (Points)
State
Target iteration
Assigned To
Efforst estimate left (hours)
Hours worked
Reference material
No
items left?

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.

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 ☐Name / 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

Ejecutantes

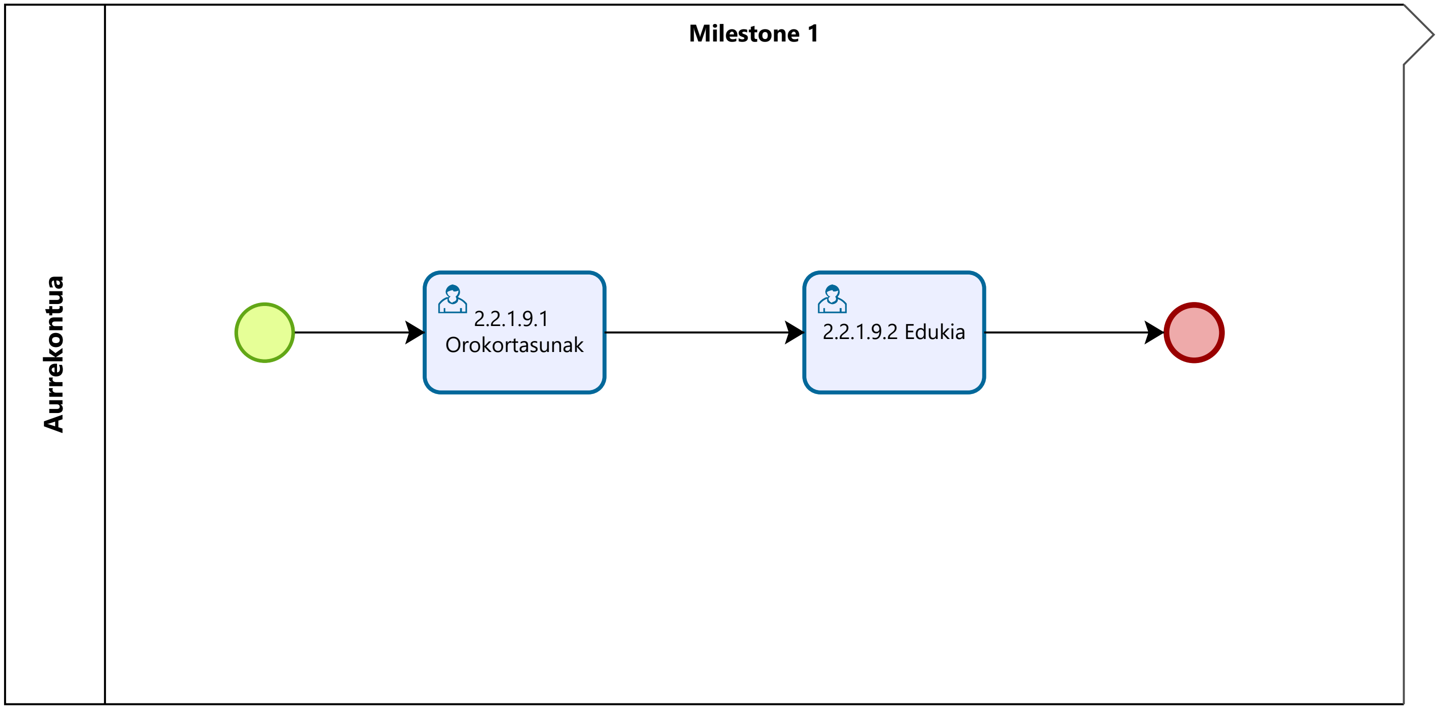
Analyst

106.1.1.10 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.

107 AURREKONTUA



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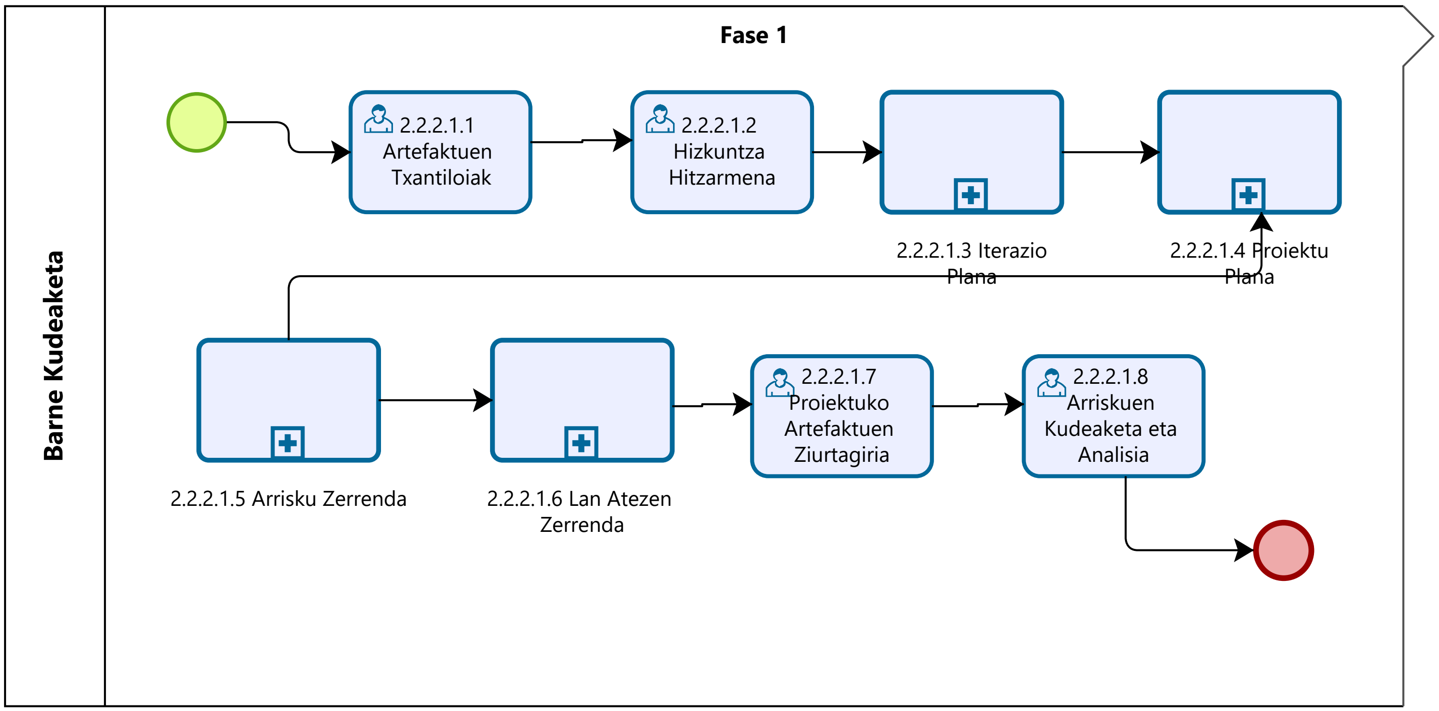
Autor:

aitor

108 BARNE KUDEAKETA


Barne Kudeaketa
Fase 1
2.2.2.1.1 Artefaktuen Txantiloiak
2.2.2.1.2 Hizkuntza Hitzarmena
2.2.2.1.3 Iterazio Plana
2.2.2.1.4 Proiektu Plana
2.2.2.1.5 Arrisku Zerrenda
2.2.2.1.6 Lan Atezen Zerrenda
2.2.2.1.7 Proiektuko Artefaktuen Ziurtagiria
2.2.2.1.8 Arriskuen Kudeaketa eta Analisia

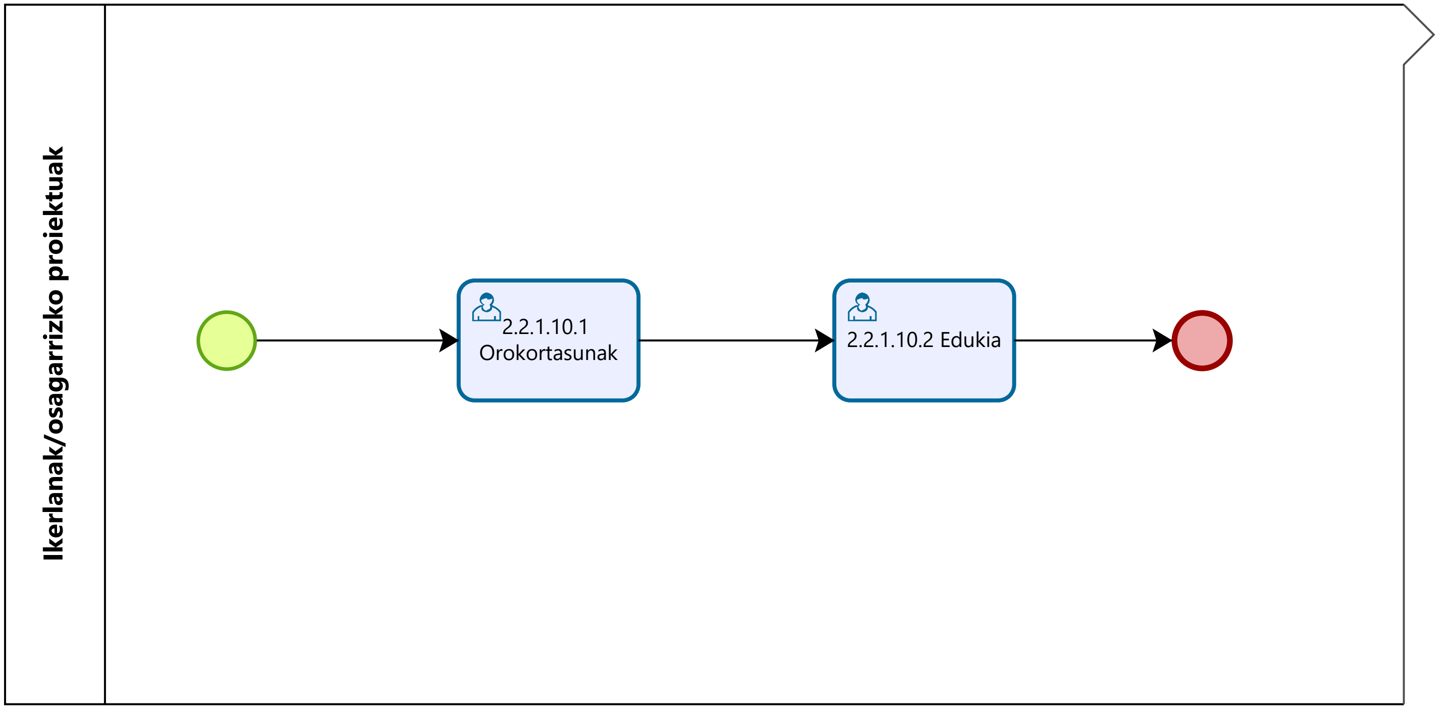
Versión:

1.0

Autor:

aitor

109 IKERLANAKOSAGARRIZKO PROIEKTUAK



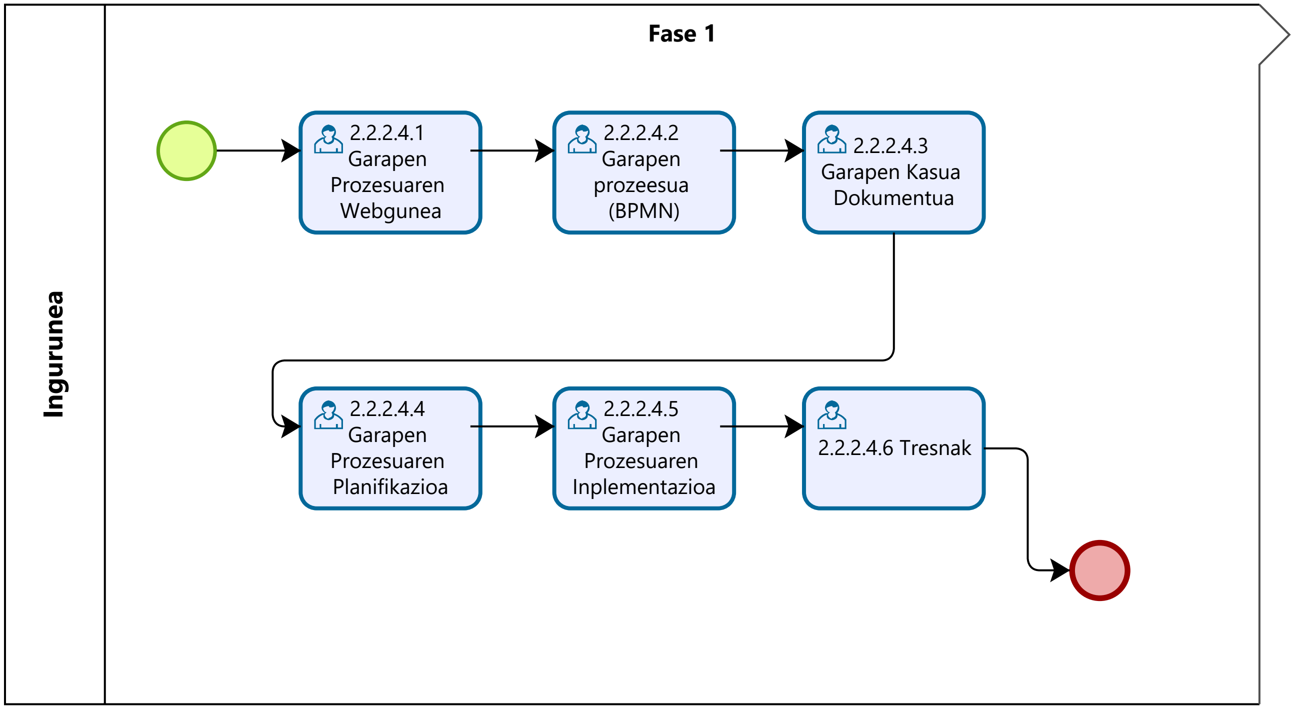
Versión:

1.0

Autor:

aitor

110 INGURUNEA


Fase 1
Ingurunea
2.2.2.4.1 Garapen Prozesuaren Webgunea
2.2.2.4.2 Garapen prozeesua (BPMN)
2.2.2.4.3 Garapen Kasua Dokumentua
2.2.2.4.4 Garapen Prozesuaren Planifikazioa
2.2.2.4.5 Garapen Prozesuaren Inplementazioa
2.2.2.4.6 Tresnak

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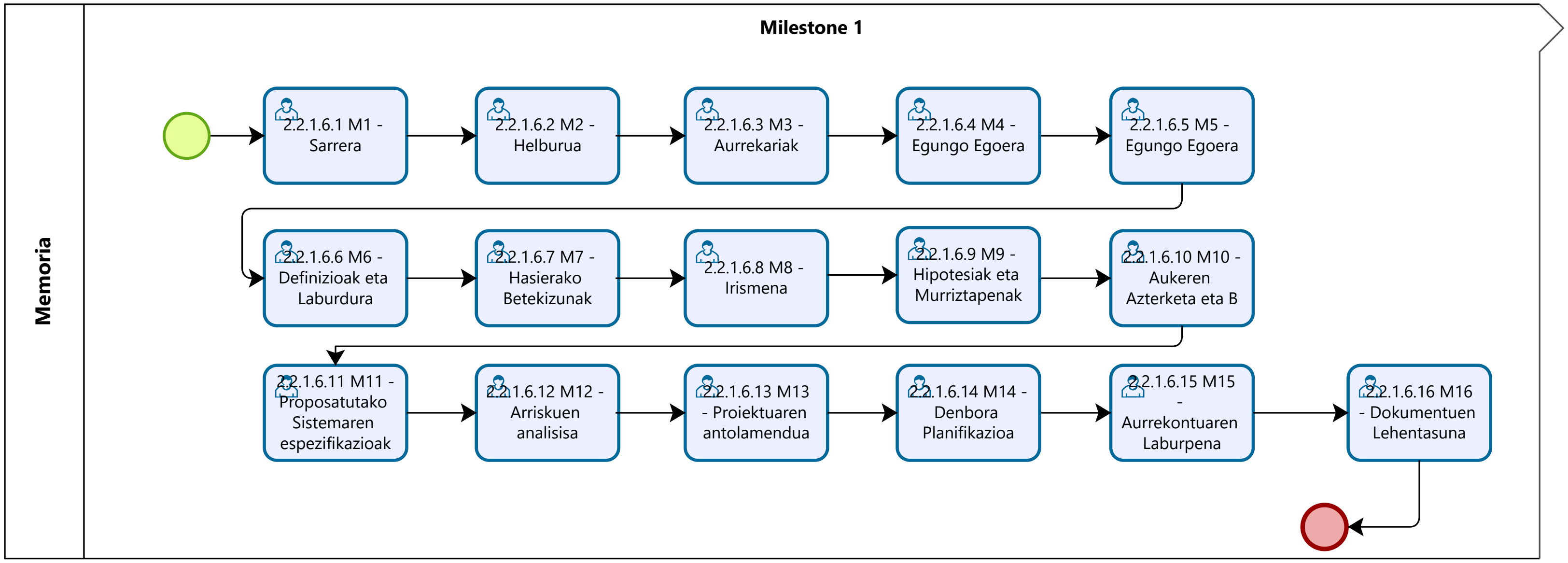
111 MEMORIA


Milestone 1
Memoria
2.2.1.6.1 M1 - Sarrera
2.2.1.6.2 M2 - Helburua
2.2.1.6.3 M3 - Aurrekariak
2.2.1.6.4 M4 - Egungo Egoera
2.2.1.6.5 M5 - Egungo Egoera
2.2.1.6.6 M6 - Definizioak eta Laburdura
2.2.1.6.7 M7 - Hasierako Betekizunak
2.2.1.6.8 M8 - Irismena
2.2.1.6.9 M9 - Hipotesiak eta Murriztapenak
2.2.1.6.10 M10 - Aukeren Azterketa eta B
2.2.1.6.11 M11 - Proposatutako Sistemaren espezifikazioak
2.2.1.6.12 M12 - Arriskuen analisisa
2.2.1.6.13 M13 - Proiektuaren antolamendua
2.2.1.6.14 M14 - Denbora Planifikazioa
2.2.1.6.15 M15 - Aurrekontuaren Laburpena
2.2.1.6.16 M16 - Dokumentuen Lehentasuna

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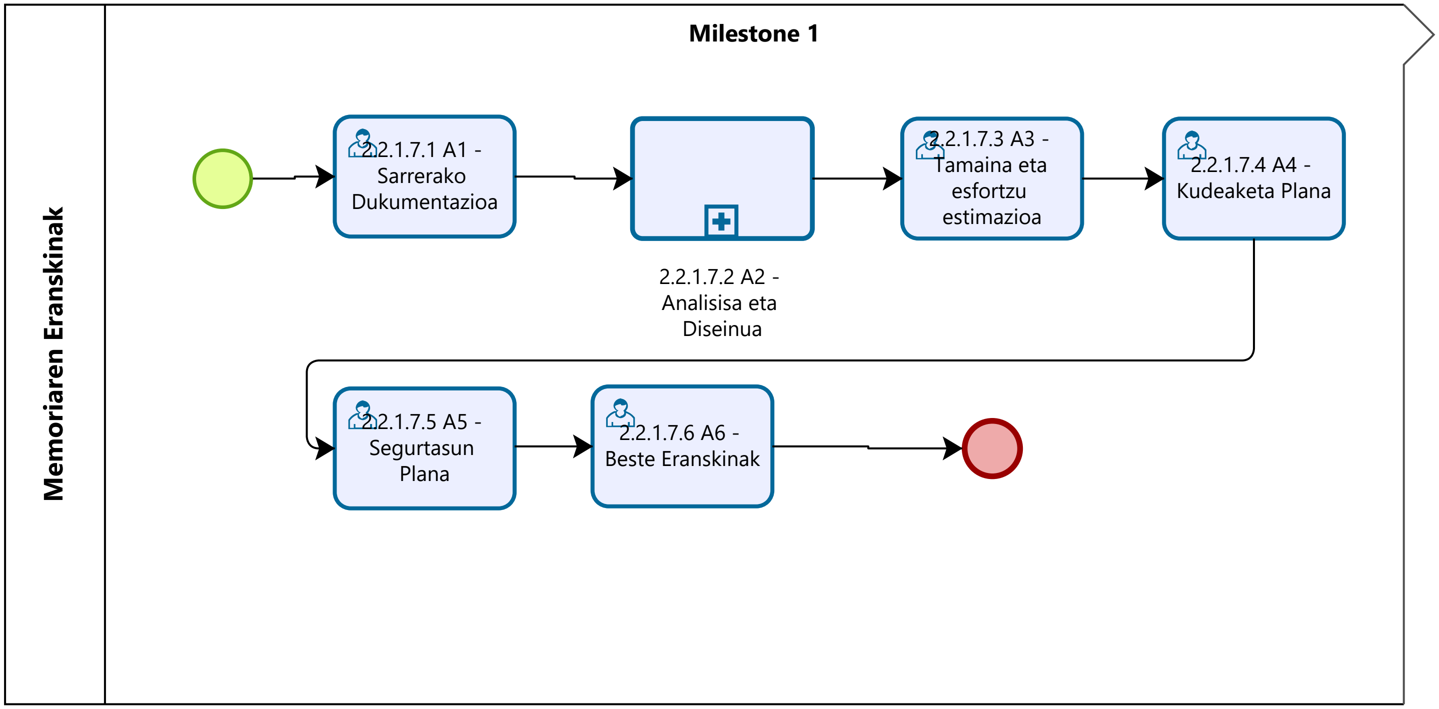
1.0

Autor:

aitor

112 MEMORIAREN ERANSKINAK


Memoriaren Eranskinak
Milestone 1
2.2.1.7.1 A1 - Sarrerako Dukumentazioa
2.2.1.7.2 A2 - Analisisa eta Diseinua
2.2.1.7.3 A3 - Tamaina eta esfortzu estimazioa
2.2.1.7.4 A4 - Kudeaketa Plana
2.2.1.7.5 A5 - Segurtasun Plana
2.2.1.7.6 A6 - Beste Eranskinak

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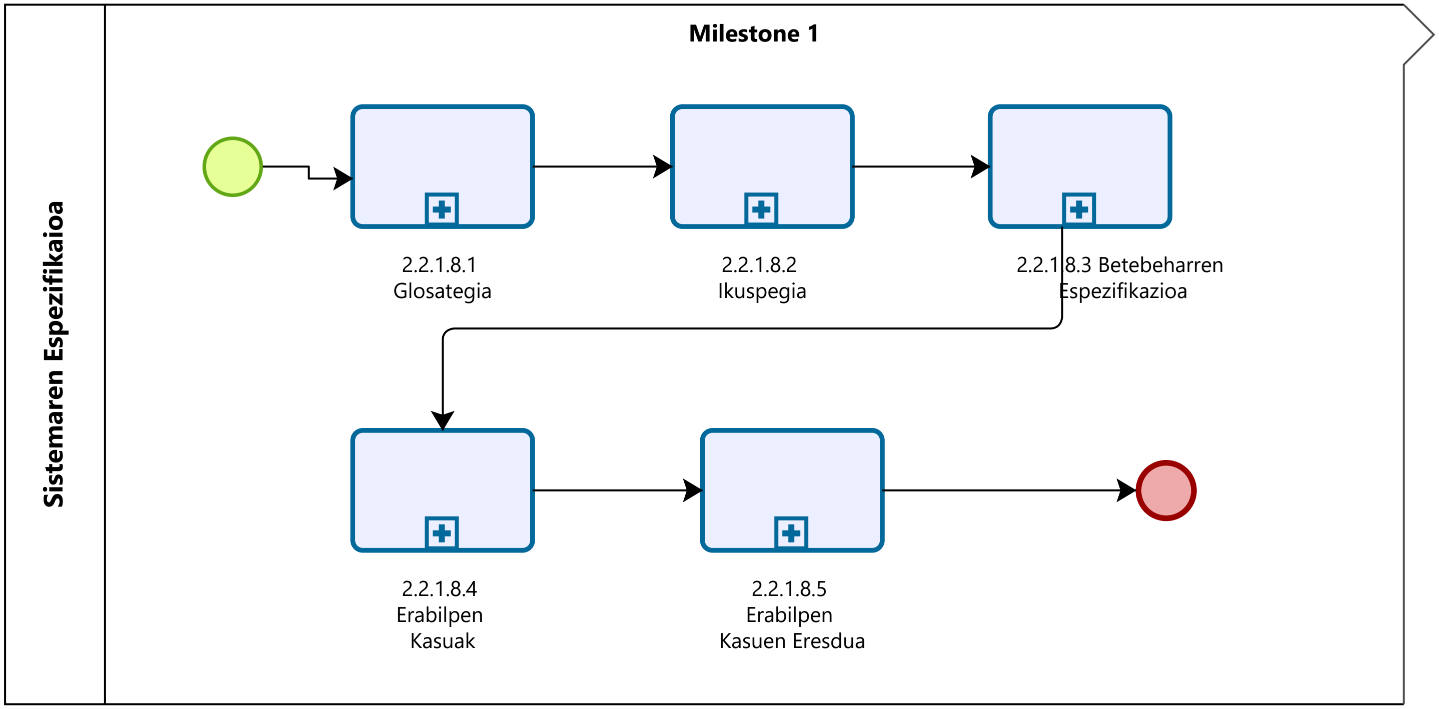
1.0

Autor:

aitor

113 SISTEMAREN ESPEZIFIKAZIOA


Sistemaren Espezifikaioa
Milestone 1
2.2.1.8.1 Glosategia
2.2.1.8.2 Ikuspegia
2.2.1.8.3 Betebeharren Espezifikazioa
2.2.1.8.4 Erabilpen Kasuak
2.2.1.8.5 Erabilpen Kasuen Eresdua

Versión:

1.0

Autor:

aitor

114 RECURSOS

114.1 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.

114.2 ARCHITECT (ROL)

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.

114.3 DEVELOPER (ROL)

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.

114.4 ANALYST (ROL)

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.

114.5 TESTER (ROL)

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.

114.6 ANY ROLE (ROL)

Descripción

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

114.7 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.

114.8 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.