



ISTANBUL TECHNICAL UNIVERSITY

# *Project Management in Engineering*

## *Homework - 3*

*Due Date: 28.04.2020*

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# PROJECT QUALITY MANAGEMENT PLAN

**Project Name:** Consulting Platform Establishment

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## Quality Metrics

1. The number of stories we have committed to which meets 'doneness' criteria.
2. The number of stories have been delivered with high quality to the end user.
3. The amount of time it took to deliver from business concept to production. (Date of delivery)
4. Minimum production incidents and prevention recurrence of same incident in subsequent releases.
5. Ensuring continuity in development at all life cycles of the project.
6. End user feedback in terms of simplicity, stability, usability.

## Quality Planning Technique

In this project 'benchmarking' will be used as a planning technique. With this technique:

- Low performance processes and techniques will be determined.
- Performance expectations will be determined.
- The internal and external sources that exhibit this performance will be detected.
- Necessary datas will be collected from these sources.
- These collected datas will be analysed.
- Everything collected will be compared with previous projects and studies and projects of competitors.
- A detailed report will be created. Quality control tools such as **inspection, control charts, trend analysis** etc. will be used to prepare this report.
- According to this report, action will be taken.

Brainstorming may additionally be used to analyze and make fast decisions after a risky change occurs.

## Measurement Frequency Of The Quality Throughout Project Life

- After creating prototypes of new pages and components, quality measurement techniques will be done for each. **(Per new page and new component)**
- Quality measurement will be done **every 2 weeks** to monitor the progress and management of the project.
- With the **completion of all prototypes**, a quality measurement will be made again.

## Standards Used In Order To Keep Them Scientific And Measurable

- The amounts and types of resources must be used reasonably. **(Resource Utilization)**
- Software must be stable for daily use of users. **(Maturity)**
- Tests carried out during development must get a grade of at least 7 out of 10 from the test staff.
- The interface and components must not be difficult or complex to learn, and the **learnability** and **operability** should be higher than 0.8 (over 1) in the end user's feedback.
- Pages and components that pass the test successfully must be added to the documentation within a week.
- The application should be easy to modify without harming present product quality. **(Modifiability)**

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