**PROJECT. What is a project?**

A project is defined as a “temporary endeavor with a beginning and an end and it must be used to create a unique product, service or result”.

**Teams which work in a project:**

**Client**

This is the people (or groups) that are the direct beneficiaries of a project or service. They are the people for whom the project is being undertaken. (Indirect beneficiaries are probably stakeholders.) These might also be called “customers”, but if they are internal to the company, Lifecycle Step refers to them generically as clients. If they are outside your company, they would be referred to as “customers”.

**Project Manager**

Works on a higher level of abstraction and is responsible for a budget, risk, schedule and contract management. It’s highly possible that project managers don’t well-know the product which they are creating. They use different methodologies and are focused mainly on controlling the project.

A PM will ensure that there will be no changes incompatible with specifications.

Project Manager (PM) is responsible for planning, organizing, managing (budget, scope, schedule, risk, and quality) on all phases of a project.

* Some of the Project Manager duties can include:
* Developing a software project plan
* Manage deliverables according to the software project plan
* Recruiting software project staff
* Leading and managing the software project team
* Determining the methodology used on the project
* Establishing a project schedule and determine each phase
* Assigning tasks to project team members
* Providing regular updates to senior management

**Product Manager**

A product manager is the person who identifies the customer need and the larger business objectives that a product or feature will fulfill, articulates what success looks like for a product, and rallies a team to turn that vision into a reality.

**PRODUCT OWNER**

Product Owner is a software development role for a person who represents the business or end-users and is responsible for working with the user group to determine what features will be in the product release. It is a role that depends on scrum team.

**Product Owner vs Product Manager**

Product Owner is a role you play on a Scrum team. Product Manager is the job.

If you take your Scrum team away, if you take Scrum away as a process for your organization, you are still a Product Manager. Product Management and Scrum work together well, but Product Management is not dependent on Scrum. It can and should exist with any framework or process.

As a Product Manager your roles and responsibilities will change depending on your context and the stage of your product. Without a Scrum team or with a smaller team, you might be doing more strategy and validation work with problem discovery in a product that has not been defined yet. With a Scrum team, you may be more focused on the execution of solutions. As a manager of Product Managers, you might be leading strategy for a larger part of the product and coaching your teams to discover and execute well.

**Business Analyst – the explorer**

A business analyst is a member of a product development team who analyzes the business domain, documents its processes and systems, outlines business requirements, and matches a [software business model](https://www.altexsoft.com/blog/business/software-business-models-examples-revenue-streams-and-characteristics-for-products-services-and-platforms/) with the software being built.

Business requirements are the basis for creating web and mobile applications.

Business Analyst (BA) is a translator of business opportunities into clear-cut project requirements.

Among the primary responsibilities of BA are:

* Extracting and anticipating the requirements of the business, as incomplete and/or improper requirements may do a bad turn to the project.
* Limiting the requirements by holding the attention on the critical business needs.
* Transforming business needs into technical requirements.
* Clarifying a business idea.
* Planning development activities.
* Validating requirements.

**System Architects**

The system architect role is vital to the successful definition, design, delivery, and support of any IT project. A system architect analyzes and recommends the right combination of IT components to achieve a specific business, department, team, or functional goal.

They objectively analyze desired processes and outcomes and advice on the right combination of IT systems and components to achieve those goals. System architecture is closely aligned with [service design](https://www.bmc.com/blogs/itil-service-design/).

System architects are often senior engineers and strategists and work with stakeholders throughout IT and the business. They must absorb large amounts of information, analyze it for key factors, and provide clear, easily implementable recommendations.

A system architect role can be split into five areas:

* Understand the desired business or departmental strategy and outcome.
* Break down those outcomes into defined parts including products, processes, and functions.
* Decide on the right architecture to achieve what they have defined.
* Understand software, hardware, and user interactions, integrations, and interfaces.
* Advise project teams on implementing their recommended solutions.

**Development team:**

***Team Lead***

Typically, such a role is given to one of the developers, not necessarily the best or most experienced. This person should have leadership qualities which allow for maintaining communication between remote development teams and for example – clients.

Team leads ensure that the team has sufficient performance levels and is also responsible for conflict prevention and resolution.

***Front-end developers***

Front-end developers are the point of contact between the end client (user) and the delivered business solution (a system undergoing implementation). Such a person must, on the one hand, provide the best possible application reception by the user (interface responsiveness, content clarity). On the other hand, they’re responsible for proper communication with the business logic layer.

***Back-end developers***

It’s a programmer focused mainly on developing business logic and data layers. And because elements are crucial to system functioning; its correctness depends on the quality of back-end developer’s work.

What’s more, in a case of larger, more complex systems, such developer’s capabilities of building data queries (i.e. SQL) and its optimisation are of enormous value.

**QA Team:**

***Quality Assurance Lead***

Quality Assurance Lead is responsible for building the QA team and its management. One of their most crucial responsibilities is to ensure a proper relationship level between persons accountable for areas of the system under construction. In the end, it’s a QA manager who is primarily responsible for end users’ reactions to the brand-new system.

QA Lead, similarly, to a Team Lead, is a person accountable for proper relations between QA team members, mitigation of conflicts, praising good work, and motivating to further self-development.

***QA engineer***

It’s a person responsible for preparing tools(as frameworks) that allow for automating processes which verify software quality. Such a form of software testing makes it possible to check if regression errors occur. In other words, to check if work on new features didn’t cause errors in already existing and functioning system areas.

It’s a huge benefit as it lowers staff costs (duplicative testing performed by testers) and shortens stability verification time.

***Tester***

Testers fulfill an otherwise necessary role in the QA team. They are responsible mainly for conducting manual tests, that is system verification by using it analogically, as opposed to how end users will operate it. Apart from a most-likely standard approach to using particular features, a tester must propose alternative paths, boundary conditions, and exceptions which will help to eliminate as many existing errors as possible.

**Release Manager**

Typically a Release Manager needs to interface and communicate with Test Managers, [Dev Managers](https://www.infoq.com/articles/development-manager-role/), IT Ops and off-course the PMO on a daily basis. Equally, a Release Manager must be confident enough to manage up and provide reporting as well as meeting updates to the Senior IT Management like the CIO and CTO as well as business management.

Responsibilities:

* Forward Plan the release windows and cycles across a portfolio
* Manage [risks](https://www.plutora.com/blog/whats-release-management-risk-factor-5-questions) and resolves issues that affect release scope, schedule and quality
* Measure and monitor progress to ensure application releases are delivered on time and within budget, and that they meet or exceed expectations
* Coordinate release content and effort based on the service request backlog, pending service requests, third party applications, or operating system updates
* Communicate all key project plans, commitments, and changes including requirements, QA plans, schedule, and scope changes
* Manage relationships and coordinate work between different teams at different locations
* Conduct Release Readiness reviews, Milestone Reviews, and Business Go/No-Go reviews
* Produce Deployment, Run Books and Implementation Plans
* Weekly Release Reporting
* Communicate release details and schedules to the Business as required
* Negotiate, plan and manage all release activities
* Work with release engineers to understand impacts of branches and code merges
* Maintains the release schedule for all core services and ensure alignment across key partners and vendors.
* Continually work towards making improvements in the release process
* Lead and co-ordinate the Go-Live activities including the execution of the deployment Plans and checklists.
* Develops scripts and automation tools used to build, integrate, and deploy software releases to various platforms
* Participate in [CAB](https://en.wikipedia.org/wiki/Change-advisory_board) meetings to discuss release scope and/or roadblocks
* Maintains a release repository and manages key information such as build and release procedures, dependencies, and notification lists
* Researches new software development and [configuration management](https://www.plutora.com/blog/configuration-management) methodologies and technologies and analyzes their application to current configuration management needs