Monday June 27, 2016

Planning

1. Milestones
   * A milestone might be the completion of a spec in the requirements analysis
   * People like feeling like they are achieving things
   * Important for Stakeholder progress monitoring and team morale
   * Should lead to a particular deliverable
2. Activities
   * Smaller units of work
   * Might deal with an entire functional requirement

Activities in the Agile Sense

High-level activities that are composed of multiple tasks

1. Use Cases
2. Features
3. High-level design like architecture
4. Prototype
5. System test

Tasks

1. Parts for a single use case
   1. Database
   2. User Interface
   3. Testing
   4. Tool Research (wanting to use a library)
   5. Tiny prototype
   6. Requirement clarification
      1. Phone call with the client

How to start Planning

* Decompose activities into subtasks (if necessary) and estimate durations
  + Produces an estimation table
* Identify dependencies of subtasks
  + Produces a dependency graph
* Determine which tasks have no room for being late
  + i.e., critical path (sequence of tasks where this is no room to be late if that activity is going to be delivered at the earliest completion time. If you are late on a task in the critical path, it is going to push the whole thing back. There can be more than one critical path.)

Critical Path

* The tasks that are critical to the activity finishing on time
* The minimum amount of time the activity will take to complete
* How late other tasks can be without making the activity late
* Basis for many scheduling techniques.
  + PERT (Performance Evaluation and Review Technique)