



## Stand-up Meeting

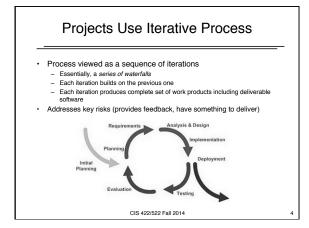
- Technique used in Agile developments - Team meets daily
  - Meet standing up to promote efficiency
  - Provides frequent, high-bandwidth feedback
- Report on
  - What have you done?
  - What will you do next?
  - Are there any impediments to progress?
- Answer for each team (2 minutes)

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## Review: Need to Organize the Work

- · Nature of a software project
  - Software development produces a set of interlocking, interdependent work products
     E.g. Requirements -> Design -> Code -> Test
  - Implies dependencies between tasks
  - Implies dependencies between people
- Must organize the work such that:

  - Every task gets done
  - Tasks get done in the right order
  - Tasks are done by the right people
  - The product has the desired qualities - The end product is produced on time





## From Process to Plan

- Process manifests itself in the project plan - Process definition is an abstraction
- Many possible ways of implementing the same process Project plan makes process concrete, it assigns People to roles
  - Artifacts to deliverables and milestones
  - Activities to tasks over time
- Project plan is itself a product of the process
  - Activity: project planning - Artifact: the Project Plan
  - Roles: Project Manager (owner), team members
- · Evolves as the project proceeds

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### **Project Plan**

- Purpose: specifies how project resources will be organized to:
  - Create each deliverable
  - Meet quality goals
  - Address developmental goals (e.g., mitigate risk)
- Audience: answers specific kinds of questions for specific types of users, e.g.: Customers: When will the product be delivered?
- Stakeholders: What is the development approach? \_
- How does it address project risks?
  Managers: When will tasks be completed? What is the current progress against the plan?
- Developers: What should I be working on and when?

# Plan Outline

- Plan contents (template)
  - Purpose and audience
  - Project background
  - Team roles and responsibilities
  - Risks and risk mitigation
     What are the key risks?
    - · Which mitigation strategies will the project deploy
  - Process: development process being used and its rationale
  - Mechanisms, methods, and techniques
     What kinds of methods and tools will be used?

    - E.g., planning tools, requirements method, design method IDEs, etc.
  - Detailed schedule and milestones
  - Resources and references

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#### **Detailed Schedule and Milestones**

- Maps people to tasks over time such that . Delivery meets schedule
   Personnel are fully engaged (time is not wasted)
- Answers: "Who is working on which tasks, what is their progress, and when will they be finished?" Inputs
- - Set of artifacts to be created (superset of deliverables)
  - Dependencies/precedence between tasks
     People filling roles that perform tasks
  - Time budget for each task
- Output

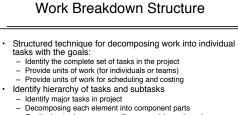
  - Current project schedule
    Deadline for each task
    Sequencing among tasks
  - Allocation of people to tasks

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### **Project Plan Template**

- · Use the template provided in your Assembla team workspace
- · This should be a living document - Changed as the project progresses
  - Ideally, always gives a current view of the
    - progress against the plan
    - · Shows planned activities
    - · Gives snapshot of the current project state
    - · This is what I am looking for (or any manager)

# **Project Planning Tools** Work Breakdown Structure (WBS) PERT Chart Gantt Chart CIS 422/522 Fall 2014 10

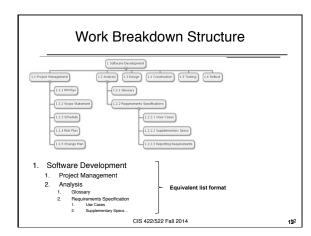


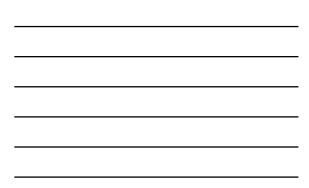
- Continuing to decompose until manageable work packages can be mapped to roles \_ · Works best when:
  - Tasks correspond to key deliverables
     Sum of tasks is 100% of the work

  - Tasks do not overlap
  - Each leaf task takes about the same amount of time

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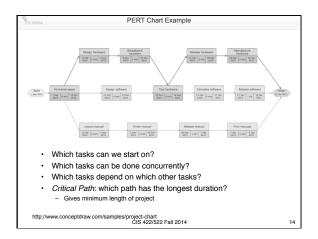
### Pert Chart

- Network analysis or PERT is used to identify dependencies between the tasks in the work breakdown structure
- Helps identify where ordering of tasks may cause problems because of precedence or resource constraints
  - Where task B cannot begin before task A ends
  - Where one person cannot do two tasks at the same time
  - Where adding a person can allow tasks to be done in parallel, shortening the project

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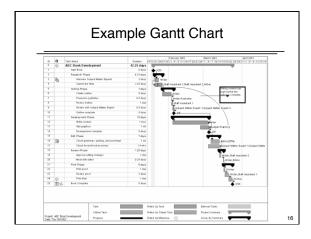
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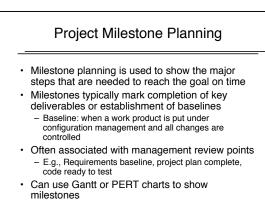




- Method for *visualizing a project schedule* in one chart showing
  - The set of tasks
  - Start and completion times
  - Task dependencies
  - Responsibilities
- PERT charts can be reformatted as Gantt charts
- Typically requires a tool, e.g., http://www.ganttproject.biz/







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| Week 1:                |          |                                 |   |          |                    |          |           |                |
|------------------------|----------|---------------------------------|---|----------|--------------------|----------|-----------|----------------|
| Date Assigned Due Date |          | •                               | Task Port                               |          | n Responsible      |          | 6         | Date Completed |
| 2/3 2/5                |          |                                 | Brainstorm project ideas                |          | Everyone           |          | plete     | 2/5            |
| 2/3 2/4                |          |                                 | Set up meeting w/ instructor            | Heidi    |                    | Complete |           | 2/3            |
| 2/3 2/6                |          |                                 | Decide on project                       | Everyone |                    | Complete |           | 2/6            |
| 2/6 2/10               |          |                                 | Create Git repository                   | Heidi    |                    | Complete |           | 2/6            |
| Neek 2:                |          |                                 |   |          |                    |          |           |                |
| Date Assigned          | Due Date | Task                            |   |          | Person Responsible |          | Status    | Date Completed |
| 2/10                   | 2/10     | Decide on software requirements |   |          | Everyone           |          | Complete  | 2/10           |
| 2/10                   | 2/15     | Plan                            | and design 1st iteration                |          | Everyone           |          | Complete  | 2/13           |
| 2/10                   | 2/10     | Setu                            | ap meeting w/ Kathleen Freeman-Hennessy |          | Heidi              |          | Complete  | 2/10           |
| 2/13                   | 2/15     | Write                           | GenQps                                  |          | Nicole, Heidi      |          | Complete  | 3/2            |
| 2/13                   | 2/19     | Write                           | project plan                            |          | Nicole, Heidi      |          | Complete  | 2/19           |
| 2/13                   | 2/22     | Write                           | software requirements                   |          | Nicole, Heidi      |          | Completed | 3/2            |
| 2/15                   | 2/24     | Imple                           | ament 1st iteration                     |          | Dex, Hans, Yakun   |          | Complete  | 2/24           |



### How much planning?

- Planning itself consumes resources; how much planning is enough?
- Enough that:
  - Everyone knows what they should be doing
  - Everyone knows what other people are supposed to be doing
  - Everyone knows when specific deliverables should be finished Can track dependencies between their tasks and others
  - · Know when task inputs will be available
  - It is easy to determine the current status of the project against plan
- · In practice, detail decreases with distance

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### **Deliverables Walkthrough**

- Consider: What kinds of questions should your documents answer?
  - Assume a manager unfamiliar with the project is reviewing your status
    Would your documents answer key questions about the project goals and current status?
    Team page: Who is on the team and what are their skills?
- Project plan
- - Who is responsible for which tasks? What are the anticipated risks and what are you doing to mitigate them?

  - What is your development process and how does it help address the risks? -

  - Detailed Schedule & Milestones What is the project schedule of tasks and deliverables? What is the current status relative to schedule?

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### Walkthrough (2)

- Software Requirements
  - 2. ConOps: What capabilities will the software provide the
  - user or customer?
  - 3. Behavioral Requirements: What are the detailed technical requirements?
    - Specific inputs accepted & outputs generated · Detailed behavior of any computation (e.g., sort, error responses)
  - 4. Quality Requirements: objective requirements for software
- qualities (e.g., reliability, performance)
- Software Design
  - Architecture: How is the software organized into
  - components? Important relationships between components? - Module Interfaces: What are the component interfaces?

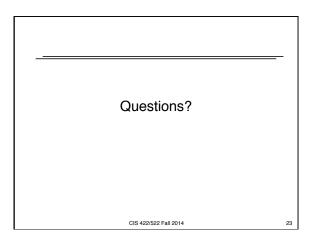
## Walkthrough (3)

- Quality Assurance: How will you check whether the software satisfies functional and quality requirements?
  - Reviews: Which artifacts/properties will be checked by review?
  - Test Plans: How will you test the software?
- User Documentation: How will users understand how to install and use the application?
- Code Documentation: What do I need to know to find parts of the code responsible for implementing any given requirement or part of the design?
  - How is the code organized in the repository?
    What does this code component do?

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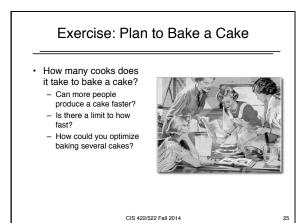
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## Instructor Meetings

Set up instructor meeting for this week. Will go over progress, plans, any issues

- 1. What is the plan for delivery?
- 2. What is the team's current status (progress against plan)?
- 3. Are you building what the customer wants?1. How do you know?
  - 2. What sorts of activities are planned to check?



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