#### CIS 422/522

# **Project Planning**



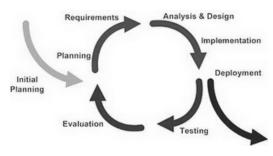
# Review: Need to Organize the Work

- · 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

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### Use Iterative Process Model

- · Process viewed as a sequence of iterations
- · Addresses key risks
  - Have something to deliver
  - Feedback loop built in
- · Each team will implement the abstract model differently



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### 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.:
  - General stakeholders: What is the development approach? How does it address project risks?
  - Customers: When will the product be delivered?
  - Managers: When will tasks be completed? What is the current progress against the plan?
  - Developers: What should I be working on and when?

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#### Plan Outline

- Plan contents (template in Assembla workspace)
  - Purpose and audience (who will use the document?)
  - Project background (from requirements)
  - Team roles and responsibilities
  - Risks and risk mitigation
    - What are the key risks? (Team should brainstorm this)
    - Which mitigation strategies will the project deploy
  - Process: development process, how its tailored, rationale
  - Mechanisms, methods, and techniques
    - · What kinds of methods and tools will be used?
    - E.g., planning tools, design methods, IDEs, etc.
  - Detailed schedule and milestones
  - Resources and references

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## Your Project Plans

- This is not an abstract, hypothetical exercise!
- Your projects have real
  - Resources (people, time)
  - Risks (schedule, quality, etc.)
  - Process, schedule, etc.
- These must be reflected in your meetings, plans, schedules, and other work products
- This is how you demonstrate mastery of class concepts

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### **Detailed Schedule and Milestones**

- · Maps people to tasks over time such that
  - Personnel are fully engaged (time is not wasted)
  - Delivery meets schedule
- 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)

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# **Project Planning Tools**

Work Breakdown Structure (WBS)
PERT Chart
Gantt Chart

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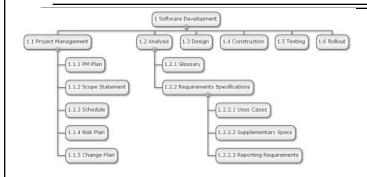
### Work Breakdown Structure

- Structured technique for decomposing work into individual tasks with the goals:
  - Identify the complete set of tasks in the project
  - Provide units of work (for individuals or teams)
  - Provide units of work for scheduling and costing
- · Identify hierarchy of tasks and subtasks
  - Identify major tasks in project
  - Decomposing each element into component parts
  - 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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### Work Breakdown Structure



- 1. Software Development
  - 1. Project Management
  - . Analysis
    - Glossary
    - Requirements Specification
      - Use Cases
      - 2. Supplementary Specs...

Equivalent list format

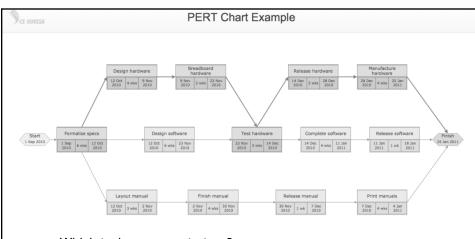
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### **Pert Chart**

- 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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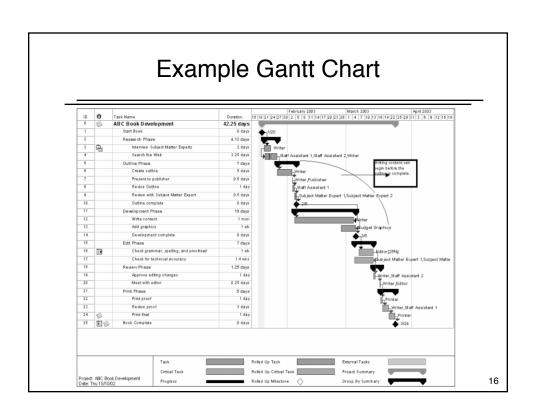
- · Which tasks can we start on?
- Which tasks can be done concurrently?
- Which tasks depend on which other tasks?
- · Critical Path: dependency path with the longest duration
  - Gives minimum length of project

http://www.conceptdraw.com/samples/project-chart CIS 422/522  $\mbox{@}$  S. Faulk

### **Gantt Charts**

- 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., <u>http://www.ganttproject.biz/</u>, smartchart

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# **Project Milestone Planning**

- Milestone planning is used to show the major steps that are needed to reach the goal on time
- Milestones typically mark completion of key deliverables or establishment of baselines
  - Baseline: when a work product is put under configuration management and all changes are controlled
- Often associated with management review points
  - E.g., Requirements baseline, project plan complete, code ready to test
- Can use Gantt or PERT charts to show milestones
- Begin with project events in Schedule

Week 1:

Due Date

Task

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Date Completed

## A Simple Alternative

Person Responsible

2/3	2/5		Brainstorm project ideas	ideas Everyone		Complete		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	
Week 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	Set up meeting w/ Kathleen Freeman-Hennessy			Heidi		Complete		2/10
2/13	2/15	Write ConOps			Nicole, Heidi		Complete		3/2
2/13	2/19	Write project plan			Nicole, Heidi		Complete		2/19
2/13	2/22	Write s	software requirements		Nicole, Heidi		Completed		3/2
2/15	2/24	Implement 1st iteration			Dex, Hans, Yakun		Complete		2/24

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# 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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### Summary

- · Project plan makes process concrete
  - People to roles
  - Artifacts to deliverables and milestones
  - Activities to tasks over time
- Plan is key to organizing the work but expect it to change
  - The plan is nothing, the planning is everything –
     D. Eisenhower
- Should understand the use of common planning tools (WBS, Pert, Gantt)

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