

Project Management

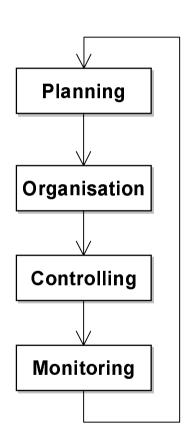
Goal and the Main Activities



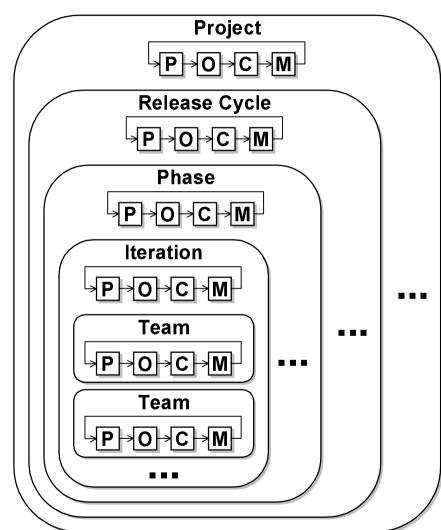
- ☐ Goal
 - To provide a framework for managing software-intensive projects
- Main activities
 - Project initiation
 - Contract management
 - For each management item: time, work, resources (people, money, artifacts, material resources, ...) and risks
 - Planning
 - Organization
 - Controlling
 - Monitoring
 - Decision making
 - Information management

Management Cycle





Many levels of detail, different goals, different time scales and different techniques used



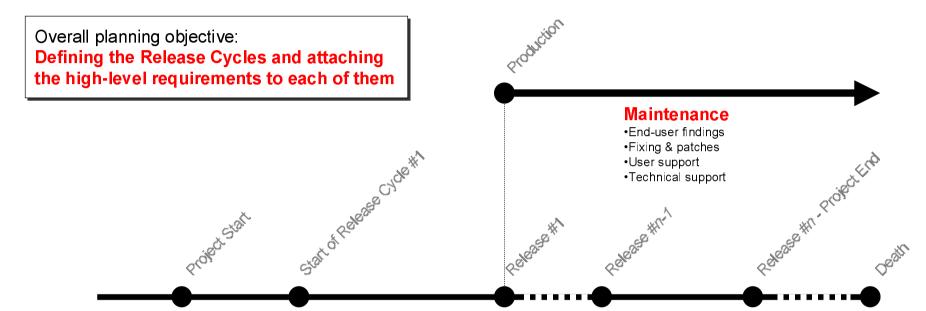
Planning



- \rightarrow To create and update plans
- → To co-ordinate of various plans (at different detail level, for different teams, of different management objects)
 - overall project plan
 - release cycle plan
 - detailed iteration plan
 - deployment plan
 - migration plan
 - integration plan
 - plans of all teams
- ☐ How to create plan
 - defining of planned management items, e.g. tasks, expenses, resources, ... (what)
 - estimation of items, e.g. needed work, dependencies, ... (how)
 - allocating of needed resources (who)
 - scheduling (when)
 - refine the plan caused by project conditions updates, fusion of other plans, etc.

WTPPM: Overall Planning





Project Initiation

- •ldea
- Contract for Exploration •Requirements
- Proj. mgmt.
- •PID
- Preliminary plan
- •Env. defining

Exploration

- •Env. establishing
- Technology vision
- Architectural vision
- •Overall plan
- Contract
- •Plan for RC #1

Release Cycle 1

- •Detailed requirements for release #1
- Analysis
- •Implementation
- Testing
- Deployment of release #1
- Updating of plan for RC #1
- •Requirements for release# 2
- •Planning for RC #2
- Tracking & Couching

Release Cycle n

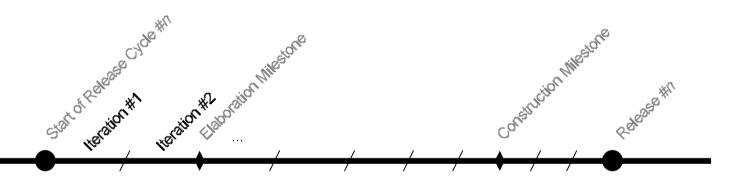
- •Detailed requirements for release #n
- Analysis
- •Implementation
- Testing
- •Deployment of release #n
- •Updating of plan for RC #n
- Tracking & Couching
- •Finish of the project

WTPPM: Release Planning



Release planning objective:

Defining the Iterations and attaching the low-level requirements to each of them within one Release Cycle



Release Cycle Preparation

- •Accepted reqs. for release cycle #n
- •Accepted plan for release cycle #n
- •Plan for 1st iteration
- •Environment for release cycle #n

Elaboration

- Detailed requirements
- Analysis
- Construction plan

Construction

- •Coding
- Internal testing
- Ad-hoc testing
- •Transition plan
- Deployment plan

Transition

- •End-release testing
- Acceptance testing
- Bug fixing
- Deployment
- •Preparation for release cycle #n+1

WTPPM: Iteration Planning



Iteration planning objective:

Managing the Tasks of individual people to achieve the objectives of given Iteration.

Heration State

Heration End

Pre-iteration Processing

- •Detailed requirements for the next iteration
- •Plan of next iteration
- Environment for next iteration

Intra-iteration Processing

- •Iteration requirements refinements
- Analysis
- •Coding
- Ad-hoc testing
- Tracking & Couching

End-iteration Processing

- •End-iteration testing
- Bug fixing
- •New product version
- Next pre-iteration processing

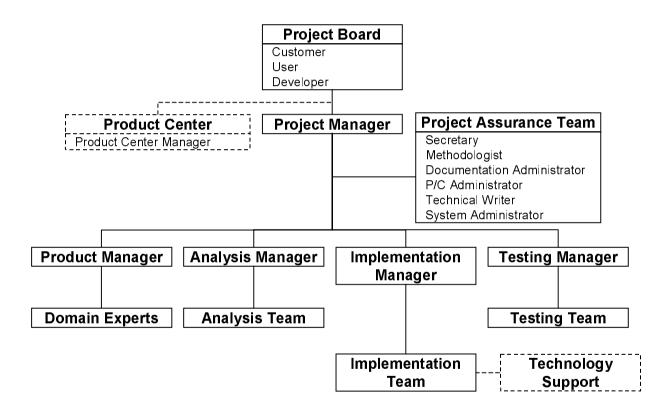
Organization



- \rightarrow To define the organization structure and infrastructure
- → To set-up the environment in order to perform needed work
- → To obtain, arrange and release of resources
- → To attach the concrete resources to abstract roles

WTPPM: Generic Organization Structure





Controlling



- ☐ To check and regulate the managed objects during their use in order to achieve specified goals
- □ Couching of working people
- □ Regulation of spent or produced money
- ☐ Controlling of used material resources

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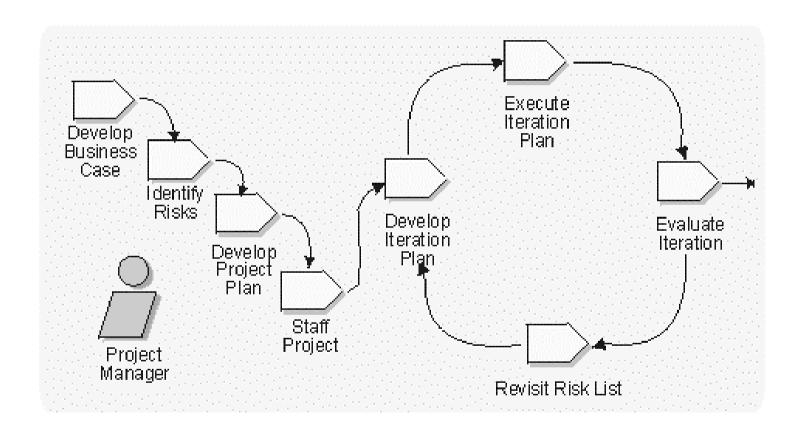
Monitoring



- ☐ To measure the process
- ☐ To get a feedback from a team about the actual work
- ☐ To keep log of testing and fixing scores
- ☐ To report defects

RUP: Workflow





Artifacts



