



WHITESTEIN
Technologies

Project Management

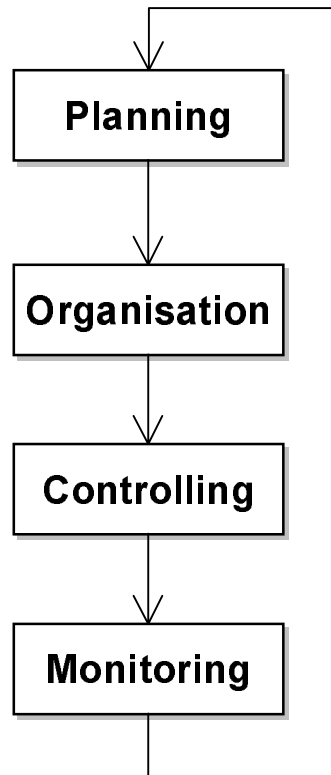
Goal and the Main Activities



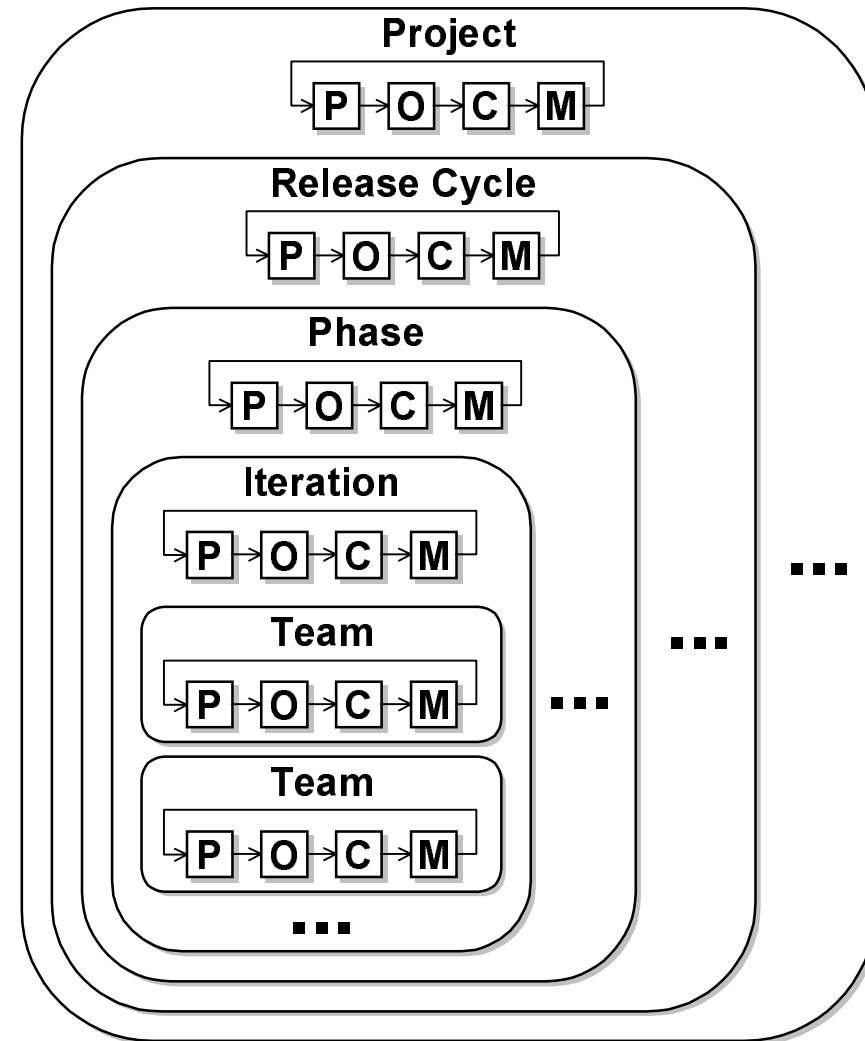
- ❑ Goal
 - To provide a framework for managing software-intensive projects

- ❑ 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

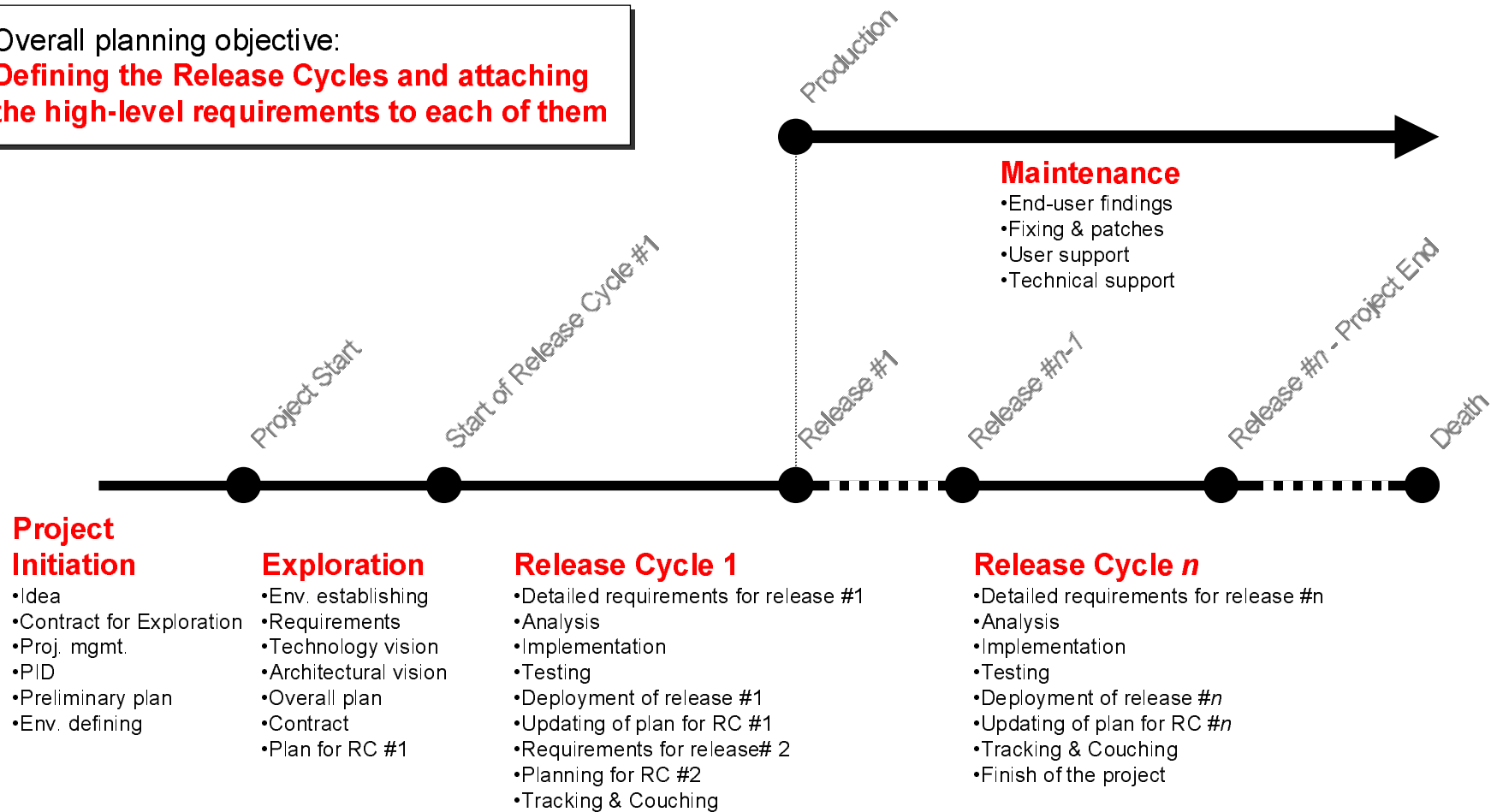


- To create and update plans
- To co-ordinate of various plans (at different detail level, for different teams, of different management objects)
 - overall project plan
 - release cycle plan
 - detailed iteration plan
 - deployment plan
 - migration plan
 - integration plan
 - plans of all teams
- How 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



Overall planning objective:
Defining the Release Cycles and attaching the high-level requirements to each of them

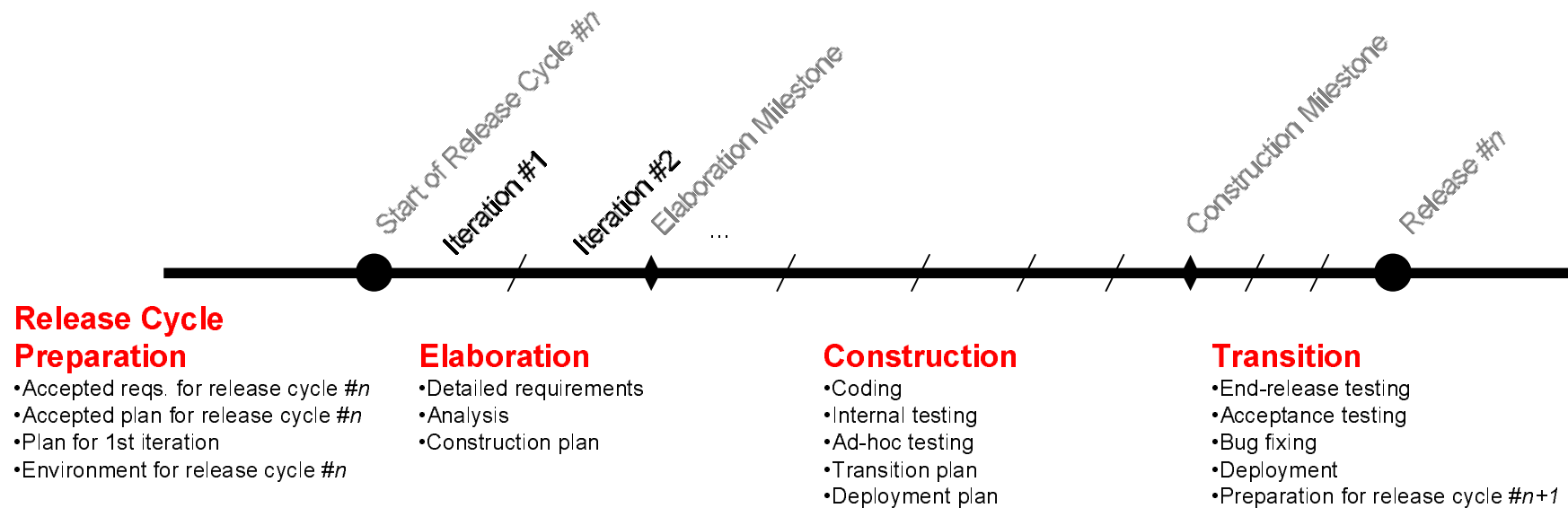


WTPPM: Release Planning



Release planning objective:

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

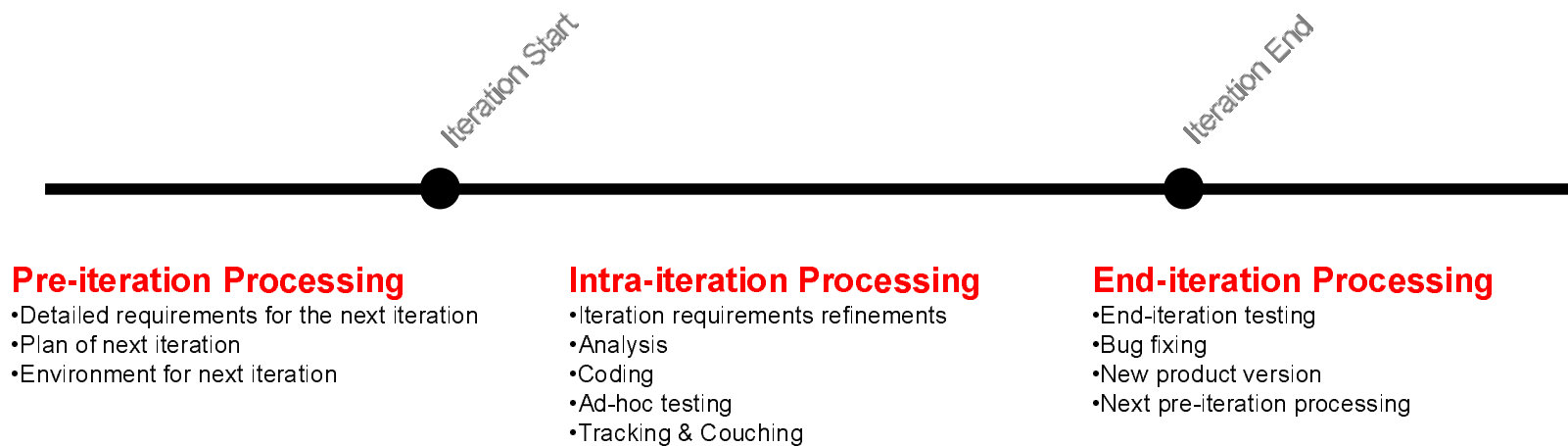


WTPPM: Iteration Planning



Iteration planning objective:

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

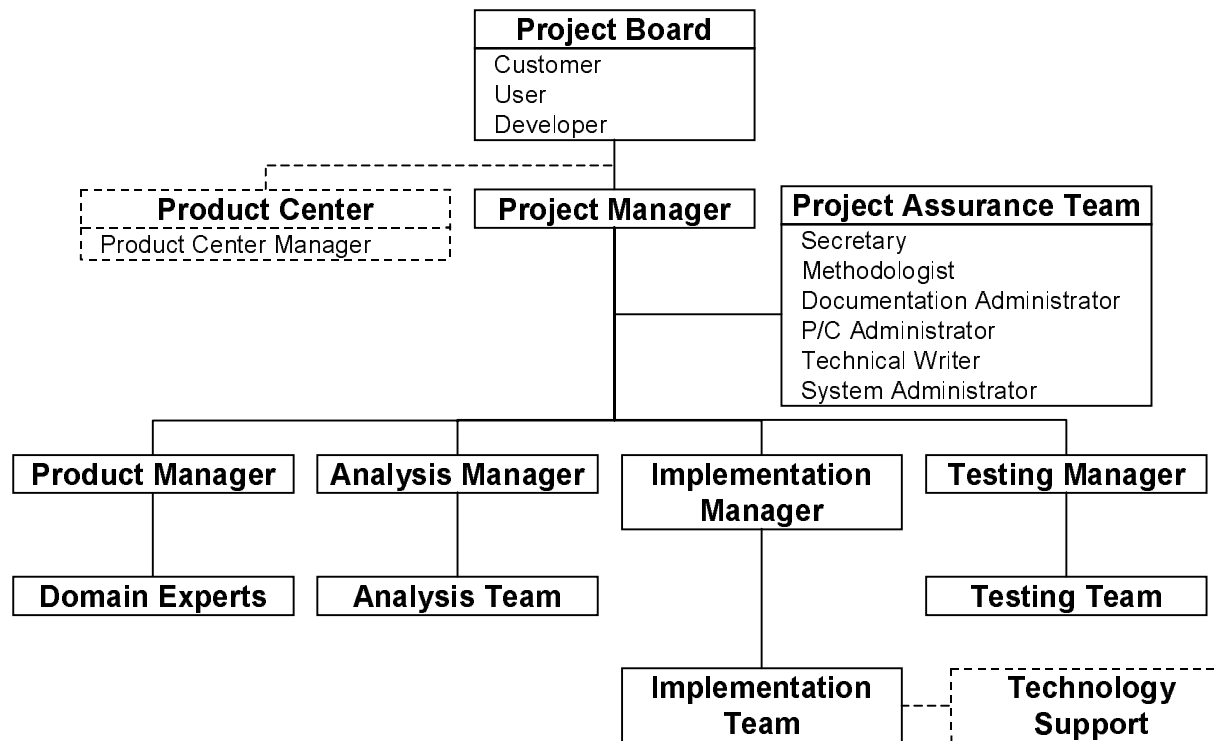


Organization



- 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



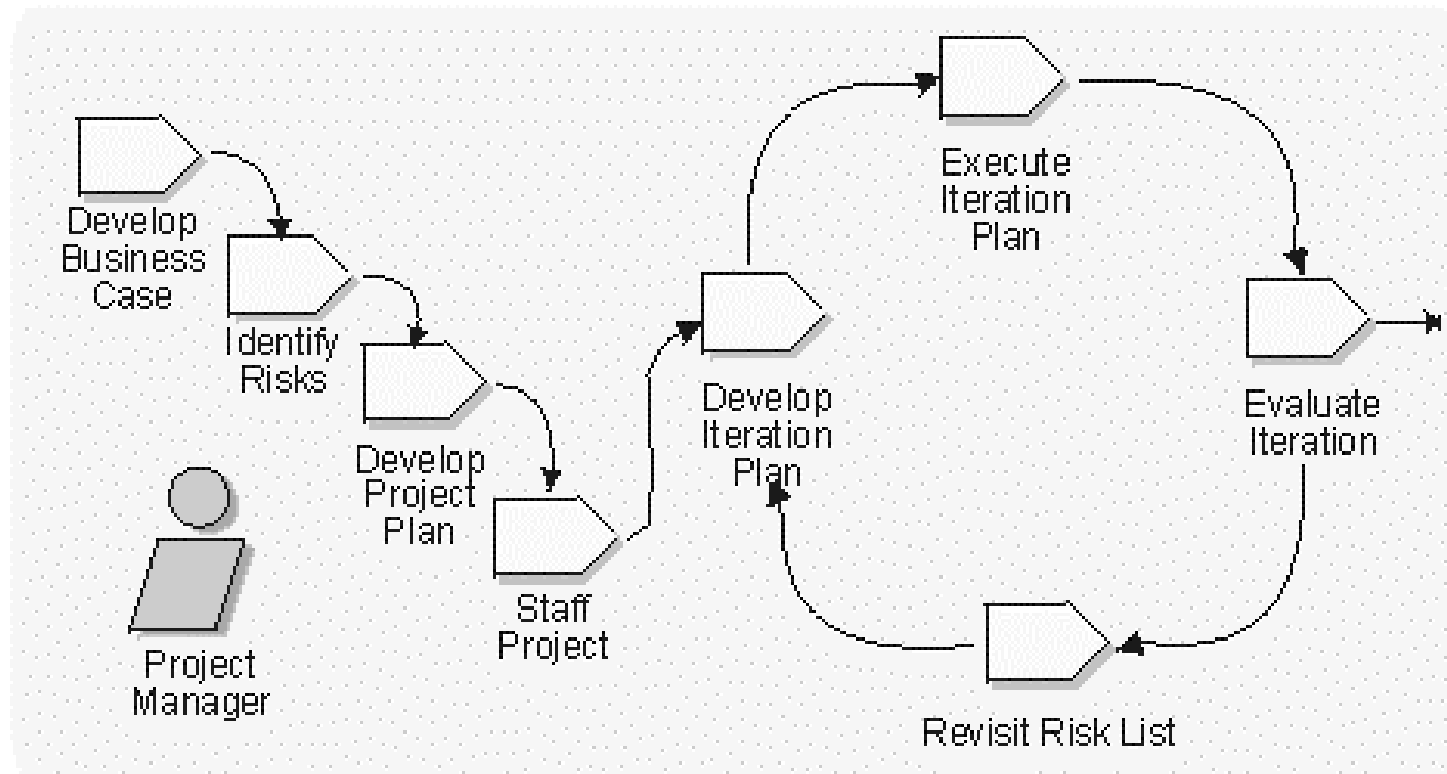
- ❑ To check and regulate the managed objects during their use in order to achieve specified goals
- ❑ Coaching of working people
- ❑ Regulation of spent or produced money
- ❑ Controlling of used material resources
- ...

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

