

Tallinn University of Technology
Faculty of Information Technology

**PROJECT INFORMATION SYSTEM FOR ESTATE
DEVELOPERS**

SPECIFICATION

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ROLES VIEW

Project manager

Responsibilities:

- Project plan (building up the schedule, communicating it across the organization)
- Monitoring the project status (whether the work will go according to plan, risks management)
- Status reports (status report on the project, corrective actions, project schedule adjustments etc)
- Final report
- Meetings
- Raise and resolve all issues (internal and external)
- Serve as an interface between the customer and the team

Responds to the following events:

- Project initiated – Preparing the vision, negotiations with the customer, assembling the team
- Project planning required – Creates the project plan negotiations for budget and resources
- Continuous project management - tracking progress, decisions, team coordination, project status report on the
- Project completion - Project final report and final documentation

Information needs

- Information on the project vision and scope
- Information on the customer's expectations
- Customers' feedback

Use cases

- Creating project plan
- Preparing Status Report
- Correcting project plan
- Conducting a demo and gathering/processing feedback
- Preparing of final report

Architect

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Developer

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...

Tester

Responsibilities:

- Assess quality of the product
- Produce automation test scripts

- Preparation of test cases

Responds to the following events:

- Project analysis and the transfer of
- Project schedule is delivered
- The iteration is sufficient enough to start testing

Tester Information needs:

- Information on the project concept: the project plan and objectives
- Information on the progress
- Information on identified technological risks
- Information on the project on schedule, subtasks
- System architecture
- Closed bugs from developers

Use cases

- Preparation of test cases
- Conducting tests
 - Regression
 - Functional
 - Performance
- Reporting results
- Evaluation architecture

Alternative 2 to organise information:

Designer

Responsibility areas

- Usability of software
- Coloring / styles solution.
- ...

Event	Activity (use case)
Initial requirements are delivered	Sketch up the system, usability diagrams and present this to product manager and thereafter to the customer
IS development is started	Creates a draft of styling
....
....

Consumed information:

- A list of demands
- Features to-do List
- List of screens from developers

FUNCTIONAL VIEW

Note: Here you should look into the system from functional point of view defining stages of the project

- Preparing initial vision scope document
 - Analyzing requirements
 - Forming the view upon the project
 - Identifying the scope and restrictions
- Conducting the requirements analysis
 - Gathering detailed user requirements
 - Dividing the documentations into user stories
 - Producing longer functional specification for each user story
 - Building up project backlog
- Forming project schedule
 - Building up general schedule
 - Assembling the team and identifying estimations and velocity
 - Dividing the user stories list into iterations list
 - Forming milestones
- Building up software architecture
 - Building functional view
 - Building technological view
 - Building classes architecture
 - Building infrastructure architecture plan
- Executing an iteration
 - Forming software architecture
 - Preparing test cases
 - Building database increment
 - Developing software code
 - Executing the test process
 - Correcting mistakes
 - Forming additional backlog
 - Demoing the result to the customer
 - Collecting feedback
 - Preparing the next iteration
 - Completing status report
- Finalising the project
 - Preparing software code for hand over
 - Writing manuals
 - Writing the final report
 - Accepting the code (conducting UAT)
 - Analysing project results and forming the learned lessons document

DATA VIEW

Note: Here you should look into the system from data point of view (including deliveries) and state what are those

- Vision/scope document
- Gathered requirements log
- Use cases backlog
- Project schedule including milestones
- Iterations burn down chart
- Functional specifications
- Risks assessment
- Test cases and reports
- IS architecture
- Data dictionary
- Reports (status reports, meetings' notes)
- Manuals

TIME VIEW

This view should basically extend the functional view involving now roles, who do what and how do they communicate

- Project manager will examine the background of the project, feasibility of requirements and its nature and return to the customer
- Customer decide on vision and scope and executes the project i.e. the project manager defines the required competence and assembles a project team
- Project Manager prepares a draft plan, which is available to all members of the project and involves them into the final planning gathering estimates and other input
- Project Manager presents the scope, schedule and goals to customer and agrees to execute the project implementation phase
- Architect performs high level analysis and divides the system into subparts defining technological, data and software views, presents it to the team, gather input and finalize the work (later makes corrections if required)
- Testers work on test case with project manager to divide requirements by test cases
- Tester work on test cases working with developers in order to identify possible technological risks and build up the best split of functions to modules to tests
- Developers work closely with architect writing the code
- Developers periodically demonstrate software to project manager to avoid possibly problem of doing wrong things
- On iteration completed
 - Starting a week before the milestone testers conduct regression, functional a performance tests
 - Testers forward all discovered bugs to developers
 - Developer correct the bug and inform tester
 - If the bug is too big he informs the project manager on the potential thread.
 - If the bug is related to the architecture he forwards it to the architect to be corrected in the next stage

- Testers produce a backlog on open problems, which are not bugs and send it to project manager to plan the next iteration or review with the customer
- Project Manager prepares status report
- Project manager demo the software to the customer and gather feedback
- Team discusses the result and re-estimates use cases, modifies those and re-estimates velocity
- Architect corrects the approach and executes a new iteration
- Project Manager build up a final documentation and manuals

Note:

It should follow: a. roles of your project, deliveries of your project.

It should contain both: step by step description of how you will implement the project and description of how different roles will interact.