Team Blitzkrieg

Distributed Meeting Scheduler

Interim Phase II

Process Specification

Version 1.0

Team Blitzkrieg

Team Website: [http://utdallas.edu/~srw051000/SE6361\_Blitzkreig/](http://utdallas.edu/%7Esrw051000/SE6361_Blitzkreig/)

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# 1. Introduction

## 1.1 Purpose

The purpose of this document is to specify and describe, the process that team “Blitzkrieg” adopts, in order to achieve a milestone in the path of Meeting Scheduling System’s development process.

## 1.2 Scope

Process is important because “a high quality process leads to a high quality product” and thus in order to engineer a high quality and distinguishable product we need a high quality process that governs our software engineering activities.

The document addresses the Organizational Structure of team “Blitzkrieg” which includes the team’s vision and goals that are to be achieved, the roles that operates in the team and their responsibility, and the work flow of the team that describes exactly how the entire process works. The document then specifies the project’s process specification, which describes in detail the process that we adopted, and then the phases of each process and how team “Blitzkrieg” actuated each phase of the process. Finally comes the Project Organization section, which describes each phase of the project including the goals, process, stake-holders, activities, roles, inputs and outputs.

## 1.3 Stake-Holders

There are primarily three stakeholders involved in Meeting Scheduler System:

1. TeraSoft
   1. The company for which the Meeting Scheduling System needs to be developed.
2. Team Blitzkrieg
   1. The team responsible for developing the Meeting Scheduling System for TeraSoft
3. Professor Lawrence Chung
   1. Primarily the facilitator between TeraSoft and Team Blitzkrieg. He was responsible for the Phase I requirements elicitation and now acting as a communication point between TeraSoft and team Blitzkrieg.

1.4 Definitions and Glossary

**Stakeholder** – people who have an interest in the outcome of the project

**Deliverable** – work-product or outcome of an activity

**Software Project Management Plan** – A detailed management plan that illustrates the activities conducted in the process of developing a software.

**Software Requirements Specification** – A document that specifies the Requirements (features and services) that the software must possess in order to solve the problem

**Process Specification** – A document that specifies the process that a team follows to conduct any activity that pertains to the development of software.

**Vision Document** – A document that specifies the people, software and hardware that would interact with the software system, or are affected in some way or the other by the software system

**Report** – Will contain all the product requirement models

**Prototype** – A working model of the software system that is to be developed. Gives users and customers the illusion of the fully developed software system.

**User Manual** – A document that covers the prototype by specifying the features in it, aided with the description and screenshots

**Requirements Engineering Spiral Model** – A requirement engineering model that the team follows in order to collect requirements, analyse them and resolve issues, document them, and finally validating them.

**Semi-formal Notation** – The notation that is neither too conceptual nor too formal, and is used to define a requirement or specification

**Domain Requirements** – Requirements or Knowledge that are extracted from the domain

**Non-Functional Requirements** – Requirements that cannot be formulated, but that can be fulfilled by different features and functions or adding some value/constraints to the features in the software system

**Use Case Diagram** – A semiformal notation that represents a user’s interaction with a system and the system’s behaviour

**Class Diagram** – A static model that shows the classes in a software system and the association between them

**Sequence Diagram** – A dynamic model that shows the interaction between objects to define a scenario in a software system

**Soft-Goal Interdependency Graph (SIG)** – A hierarchical structure that shows the dependencies between various soft goals

**Requirements Creeping Rate** – It can be defined as the percentage of change divided by time

**Traceability** – The relationship between different levels in the software development lifecycle

**NFR Model** – A goal oriented analysis model that is used to establish relationship between non-functional requirements soft-goals and operational soft-goals

**Activity Diagram** – A semiformal diagram that is used to express an activity or workflow

1.5 References

# Project Phase I, <http://www.utdallas.edu/~chung/RE/Project1.pdf>

Project Phase II, <http://utdallas.edu/~chung/RE/Project2.pdf>

# Team Blitzkrieg “Software Project Management Plan”, Fall 2009

# 2. Organizational Structure

## 2.1 Vision and Goals

### Vision

The vision is to organize the team in a fashion that encourages a cohesive relationship between each member as to promote helpful advice and guidance while carrying out the undertakings of the project. Doing so will increase the quality of the final product and therefore satisfy the client’s needs, which will further better the reputation of the company as a whole.

### Goals

1. Complete high quality deliverables that adhere to the requirements.
2. Meet deadlines that are set by the team and the client.
3. Encourage constructive criticism as a means to improve the quality of work while not discouraging the motivation of the team.
4. Promote a constructive team work and communication between all members.
5. Ensure that all members of the team receive an equally distributed amount of work to complete.

## 2.2 Team Roles

Following are the roles in team “Blitzkrieg”:

### Team Lead

The team lead is responsible for overlooking the work of both the developers and reviewers to ensure they are properly tasking care of their tasks and workload. The lead also acts as the arbitrator for any conflicts that may occur between the two groups. A typical conflict may involve the developer not agreeing with the suggested changes made by the reviewer and vice versa. In this case, the lead reviews the perspectives and options of both parties and makes a final decision. The main responsibility of the lead is to ensure high quality deliverables that meet the deadline.

### Developer

The developer is supervised by the team lead and is responsible for developing the deliverables based on the requirements and instructions given by the team lead. After the deliverable has been completed, it is submitted to the reviewer for inspection and is then given back to the developer for corrections and additional changes. For any problems the developer may encounter, they should seek the advice of the team lead.

### Reviewer

The reviewer is supervised by the team lead and is responsible for reviewing and making appropriate changes (if possible) to deliverables that have been submitted by the developers based on the following criteria:

1. Grammar
2. Adherence to the deliverable’s instructions and requirements
3. Applicable standards based on the reviewer’s discretion.

The reviewer outputs a revised deliverable. However, if the reviewer unable to make the appropriate changes, then they are to indicated where the errors have been made and resubmit the deliverable to the developer for revision. Once the revisions have been made, the developer then submits the deliverable back to the reviewer. The deliverable is considered complete if no more changes are required and is approved by the team lead. For any problems the reviewer may encounter, they should seek the advice of the team lead.

## 2.3 Workflow

Following is the work flow diagram of team “Blitzkrieg”, indication the methodology the team follows to successfully complete a task:



# 3. Process Specification

## 3.1 Requirements Engineering Model

In order to cater the changing requirements, Spiral Model will be used for requirements elicitation, specification and validation. The team will produce each deliverable by:

1. Analyzing and discussing requirements in team meetings
2. Constructing deliverables
3. Reviewing deliverables for amendments before submission



## 3.2 Requirements Elicitation

Initial requirements were provided by the professor. Additional requirements were added by either elicitation of the professor or by further refinement of the initial problem description.

## 3.3 Requirements Analysis and Negotiation

Each requirement was analyzed thoroughly for completeness, unambiguousness, soundness, and consistency. As the result of requirements analysis, an improved understanding of each requirement was created. The improved understanding includes each requirement with the necessary corrections to remove any of the aforementioned issues.

While carrying out Requirements Analysis, the "Why, What, How" model proposed by Ross will be used to answer the three most important questions: Why the system is needed?

1. What system features will serve and satisfy this context?
2. How the system is to be constructed?
3. How the system is to be constructed?

## 3.4 Requirements Specification

In order to ensure efficient maintenance of the requirements, the requirements have been organized into multiple requirements sets, each set reflecting the requirements for a particular type of requirement, such as domain, functional, and non-functional requirements.

## 3.5 Requirements Validation

In order to ensure the requirements were meeting customer expectations, an initial prototype was constructed showing the initial functionality of the system. The benefits of using evolutionary prototyping are as below:

1. Misunderstanding between client and requirement engineers are exposed
2. Missing services may be detected
3. Confusing services may be identified
4. A working system is available early in the process
5. The prototype may serve as the basis for deriving a system specification

# 4. Project Organization

## 4.1 Project Phases

The project has been divided into two phases. Every phase has in-turn two sub-phases. These sub-phases are called interim and final. The following represents the hierarchical overview of the phases of the project.



**Hierarchical Overview of the Project Phases**

The following is a brief overview of the top level phases:

**Phase I:**

Phase I is the starting point of the project. The input to this phase is the initial understanding of the requirements, formulated by TeraSoft and Professor Lawrence Chung. The major goal of this phase is to draft a preliminary Software Project Management Plan, perform issue analysis on the initial understanding of the requirements, come-up with solutions and formulate the improved understanding for these requirements. A prototype has been developed against the improved understanding of requirements. In order to validate the requirements and the prototype, traceability matrices between various types of requirements and between requirements and prototype have been created. Phase I ends with two additional deliverables including Requirements Creeping Rate and justification for excellence of our deliverables. The aforementioned tasks have been accomplished in two sub-phases, whose description will soon follow.

**Phase II:**

Phase II of the project commences with the formulation of Process Specifications which discuss in detail the process followed during the modelling and prototyping of the system. This phase also introduces some new requirements in the project, thus engendering the need to re-perform issue analysis (using semi-formal notation) of the new requirements and the reconstruction of the improved understanding for these requirements. Several product requirements model have been developed during the project along with associated traceability matrices. A Vision document has been crafted as well. The phase concludes with the development of running prototype. The aforementioned tasks have been completed in two sub-phases, whose description will soon follow.

## 4.2 Interim Phase I- Description: (Aug 20th, 2009 - Oct 1st, 2009)

### Stake-holders

The following are the stake-holders in the Interim Phase I of the project:

1. TeraSoft
2. Professor Lawrence Chung
3. Team Blitzkrieg

### Goals

The following are the major goals in the Interim Phase I of the project:

1. Prepare a preliminary plan for project management.
2. Identify issues in the requirements and rectify them.
3. Perform prototyping.
4. Document Prototype features for users.
5. Validate the whole Requirements Engineering process.

### Inputs

The following are the major inputs in the Interim Phase I of the project:

1. Requirements Document- Initial Understanding

### Process

The following is a description of process followed during the Interim Phase I of the project:

1. Attend team meetings.
2. Record meeting attendance.
3. Discuss activities to be performed.
4. Identify immediate deliverable.
5. Identify issues and develop a common understanding.
6. Assign work to relevant team members and set deadlines.
7. Prepare meeting minutes.
8. Determine next meeting date, time, location and agenda.
9. Email deliverables once completed for reviewing.
10. Modify deliverables as per the team feedback.
11. Exercise version control for the deliverable.

### Activities

The following are the major activities performed during the Interim Phase I of the project:

1. Formulate project understanding.
2. Identify project stake-holders and potential users.
3. Choose a Requirements Engineering model.
4. Create organizational structure.
5. Determine roles and responsibilities in organization.
6. Identify Phase I deliverables.
7. Identify issues in Domain Requirements, provide solutions and perform trade-off analysis to choose the best one.
8. Identify issues in Functional Requirements, provide solutions and perform trade-off analysis to choose the best one.
9. Identify issues in Non-functional Requirements, provide solutions and perform trade-off analysis to choose the best one.
10. Formulate Improved Understanding for Domain Requirements.
11. Formulate Improved Understanding for Functional Requirements.
12. Formulate Improved Understanding for Non-functional Requirements.
13. Prepare Mock-up for improved understanding of the requirements.
14. Prepare user manual for Mock-up.
15. Prepare Traceability Matrix between Domain and System.
16. Prepare Traceability Matrix between System and Prototype.
17. Provide Requirements Creeping Rate.
18. Use WRS template to prepare the SRS document.
19. Prepare Phase I presentation and present in class.
20. Demonstrate Mock-up.

### Outputs

The following are the major outputs of the Interim Phase I of the project:

1. Preliminary Project Management Plan (Sep 3rd, 2009)
2. Software Requirements Specification Document (Sep 18th, 2009)
3. Mock-up (Sep 24th, 2009)
4. User Manual (Sep 27th, 2009)
5. Project Presentation (Sep 29th, 2009)

### Roles and Responsibilities

|  |  |  |  |
| --- | --- | --- | --- |
| **Deliverable** | **Developers** | **Reviewers** | **Team Lead(s)** |
| Preliminary Project Management Plan | Jassem, Muhammad | Aditya, Ajay, Bryan, Jeevan, Preeti, Sean | Vinay |
| Software Requirements Specifications | Bryan, Jassem, Jeevan  Muhammad, Preeti, Sean, Vinay | Ajay | Aditya |
| Mock-up | Aditya, Ajay, Muhammad | Bryan, Jassem, Jeevan, Sean, Vinay | Preeti |
| User Manual | Ajay | Aditya, Bryan, Jassem, Vinay,  Muhammad, Preeti, Sean | Jeevan |
| Presentation | Bryan, Jassem, Preeti  Vinay | Aditya, Jeevan  Muhammad, Sean | Ajay |



**Activity Diagram: Interim Phase I Process**

## 4.3 Final Phase I- Description: (Oct 2nd, 2009 - Oct 22nd, 2009)

### Stake-holders

The following are the stake-holders in the Final Phase I of the project:

1. TeraSoft
2. Professor Lawrence Chung
3. Team Blitzkrieg

### Goals

The following are the major goals in the Final Phase I of the project identified after the presentation of Interim Phase I:

1. Update project plan to incorporate activities of the Final Phase I.
2. Revise Software Requirements Specification document.
3. Perform changes in Prototype.
4. Document new Prototype features for users.
5. Finalize all deliverables.

### Inputs

The following are the major inputs in the Final Phase I of the project:

1. Requirements Document- Initial Understanding
2. Preliminary Project Plan
3. Software Requirements Specification Document
4. Mock-up
5. User Manual
6. Project Presentation

### Process

The following is a description of process followed during the Final Phase I of the project:

1. Attend team meetings.
2. Record meeting attendance.
3. Identify deliverable to revise.
4. Identify changes to be made in the deliverable and develop a common understanding.
5. Assign work to relevant team members and set deadlines.
6. Prepare meeting minutes.
7. Determine next meeting date, time, location and agenda.
8. Email deliverables once completed for reviewing.
9. Revise deliverables as per the team feedback.
10. Exercise version control for the deliverable.

### Activities

The following are the major activities performed during the Final Phase I of the project:

1. Identify Phase II deliverables.
2. Re-identify issues in Domain Requirements, provide solutions and perform trade-off analysis to choose the best one.
3. Re-identify issues in Functional Requirements, provide solutions and perform trade-off analysis to choose the best one.
4. Re-Identify issues in Non-functional Requirements, provide solutions and perform trade-off analysis to choose the best one.
5. Modify Improved Understanding for Domain Requirements.
6. Modify Improved Understanding for Functional Requirements.
7. Modify Improved Understanding for Non-functional Requirements.
8. Enhance Mock-up for incorporating the new requirements.
9. Update user manual for new features in Mock-up.
10. Provide Requirements Creeping Rate.
11. Provide justification for excellence of deliverable.
12. Fill-out all the sections of SRS document as specified by WRS template.
13. Update Interim Phase I presentation to include updated information.

### Outputs

The following are the major outputs of the Final Phase I of the project:

1. Revised Software Project Management Plan (Oct. 6th, 2009)
2. Revised Software Requirements Specification Document (Oct. 14th, 2009)
3. Revised Mock-up (Oct. 17th, 2009)
4. Revised User Manual (Oct. 19th, 2009)
5. Revised Project Presentation (Oct. 21st, 2009)

### Roles and Responsibilities

|  |  |  |  |
| --- | --- | --- | --- |
| **Deliverable** | **Developers** | **Reviewers** | **Team Lead(s)** |
| Revised Software Project Management Plan | Jassem | Aditya, Ajay, Bryan, Jeevan, Muhammad, Preeti, Sean | Vinay |
| Revised Software Requirements Specifications | Bryan, Jeevan, Muhammad, Preeti, Sean, Vinay | Ajay, Jassem | Aditya |
| Revised Mock-up | Aditya, Ajay | Bryan, Jassem, Jeevan,  Muhammad, Sean, Vinay | Preeti |
| Revised User Manual | Ajay | Aditya, Bryan, Jassem, Vinay,  Muhammad, Preeti, Sean | Jeevan |
| Revised Presentation | Bryan, Jassem, Sean | Aditya, Jeevan, Muhammad, Preeti, Vinay | Ajay |



**Activity Diagram: Final Phase I Process**

## 4.4 Interim Phase II- Description: (Oct 23rd, 2009 - Nov 12th, 2009)

### Stake-holders

The following are the stake-holders in the Interim Phase II of the project:

1. TeraSoft
2. Professor Lawrence Chung
3. Team Blitzkrieg

### Goals

The following are the major goals in the Interim Phase II of the project:

1. Update project plan to incorporate activities of the Interim Phase II.
2. Define and document process specifications.
3. Identify issues in the new requirements and rectify them.
4. Define Vision and Goals .
5. Use semi-formal notations to describe the project.
6. Finalize all deliverables.

### Inputs

The following are the major inputs in the Interim Phase II of the project:

1. Requirements Document- Initial Understanding
2. Preliminary Project Plan
3. Software Requirements Specification Document
4. Prototype
5. User Manual
6. Project Presentation
7. Project II Requirements- Initial Understanding
8. Outlook Meeting Requests: Do’s and Don’ts

### Process

The following is a description of process followed during the Interim Phase II of the project:

1. Attend team meetings.
2. Record meeting attendance.
3. Identify two immediate deliverables.
4. Discuss issues in the deliverables and develop a common understanding.
5. Divide team into two sub-teams.
6. Assign one deliverable to each sub-team and set deadlines.
7. Prepare meeting minutes.
8. Determine next meeting date, time, location and agenda.
9. Each sub-team emails its deliverable to the other sub-team for reviewing.
10. Modify each deliverable as per the feedback.
11. Exercise version control for the deliverables.

### Activities

The following are the major activities performed during the Interim Phase II of the project:

1. Identify Interim Phase II deliverables.
2. Provide more accurate details about organizational structure and roles & responsibilities.
3. Identify work-flow in the team.
4. Map Requirements Engineering Spiral model activities to the activities of this project.
5. For every phase of the project, provide complete description for the phase.
6. Establish traceability between the phases of the project.
7. Use semi-formal notations to enhance the understanding of Process Specifications.
8. Establish glossary pertinent to the project by using semi-formal notation.
9. Identify issues in Domain Requirements, provide solutions and perform trade-off analysis to choose the best one by using semi-formal notations.
10. Identify issues in Functional Requirements, provide solutions and perform trade-off analysis to choose the best one by using semi-formal notations.
11. Identify issues in Non-functional Requirements, provide solutions and perform trade-off analysis to choose the best one by using semi-formal notations.
12. Modify Improved Understanding for Domain Requirements. Add semi-formal notations.
13. Modify Improved Understanding for Functional Requirements. Add semi-formal notations.
14. Modify Improved Understanding for Non-functional Requirements. Use NFR model.
15. Develop product requirement models and specifications including Use Case Diagram, Class Diagram, Sequence Diagram, SADT and SIG.
16. Provide Requirements Creeping Rate.
17. Fill-out all the sections of SRS document as specified by WRS template.
18. Establish traceability between all types of requirements.
19. Prepare Interim Phase II presentation.

### Outputs

The following are the major outputs of the Interim Phase II of the project:

1. Revised Software Project Management Plan (Oct 25th, 2009)
2. Revised Software Requirements Specification Document (Oct 29th, 2009)
3. Process Specifications (Oct 29th, 2009)
4. Vision Document (Nov 3rd, 2009)
5. Interim Phase II Report (Nov 8th, 2009)
6. Interim Phase II Presentation (Nov. 11th, 2009)

### Roles and Responsibilities

|  |  |  |  |
| --- | --- | --- | --- |
| Deliverable | Developers | Reviewers | Team Lead(s) |
| Revised Software Project Management Plan | Jassem, Muhammad | Aditya, Ajay, Jeevan, Meghana, Preeti, Sean, Vinay | Bryan |
| Revised Software Requirements Specifications | Aditya, Ajay, Jeevan, Meghana, Preeti, Vinay | Bryan, Muhammad, Sean | Jassem |
| Process Specifications | Bryan, Jassem, Muhammad, Sean | Aditya, Ajay, Jeevan, Preeti, Vinay | Meghana |
| Vision Document | Preeti, Vinay | Aditya, Ajay, Bryan, Jassem, Jeevan, Meghana, Sean | Muhammad |
| Interim Phase II Report | Aditya, Ajay, Bryan, Jassem, Jeevan, Meghana, Muhammad | Preeti, Vinay | Sean |
| Interim Phase II Presentation | Meghana, Preeti, Sean, Vinay | Aditya, Ajay, Bryan, Jeevan, Muhammad | Jassem |



**Activity Diagram: Interim Phase II Process**

## 4.5 Final Phase II- Description: (Nov 13th, 2009 - Dec 1st, 2009)

### Stake-holders

The following are the stake-holders in the Final Phase II of the project:

1. TeraSoft
2. Professor Lawrence Chung
3. Team Blitzkrieg

### Goals

The following are the major goals in the Final Phase II of the project:

1. Update project plan to incorporate activities of the Final Phase II.
2. Revise process specifications.
3. Identify issues in the new requirements and rectify them.
4. Revise Vision and Goals .
5. Revise all semi-formal notations used to describe the project.
6. Perform prototype testing.
7. Document new Prototype features for users.
8. Finalize all deliverables.

### Inputs

The following are the major inputs in the Final Phase II of the project:

1. Requirements Document- Initial Understanding
2. Revised Software Project Management Plan
3. Revised Software Requirements Specification Document
4. Process Specifications
5. Vision Document
6. Interim Phase II Report
7. Prototype
8. User Manual
9. Interim Phase II Presentation
10. Project II Requirements- Initial Understanding
11. Outlook Meeting Requests: Do’s and Don’ts

### Process

The following is a description of process followed during the Final Phase II of the project:

1. Attend team meetings.
2. Record meeting attendance.
3. Select two deliverables to revise.
4. Discuss changes to be made in the deliverables and develop a common understanding.
5. Divide team into two sub-teams.
6. Assign one deliverable to each sub-team and set deadlines.
7. Prepare meeting minutes.
8. Determine next meeting date, time, location and agenda.
9. Each sub-team emails its deliverable to the other sub-team for reviewing.
10. Modify each deliverable as per the feedback.
11. Exercise version control for the deliverables.

### Activities

The following are the major activities performed during the Final Phase II of the project:

1. Revise organizational structure and roles & responsibilities.
2. Revise identified work-flow in the team.
3. Revise mapping of Requirements Engineering Spiral model activities to project activities.
4. Revise description of project phases.
5. Modify traceability between the phases of the project to accommodate changes.
6. Revise all semi-formal notations used for understanding the Process Specifications.
7. Revise glossary in semi-formal notation, pertinent to the project.
8. Re-identify issues in Domain Requirements, provide solutions and perform trade-off analysis to choose the best one by using semi-formal notations.
9. Re-identify issues in Functional Requirements, provide solutions and perform trade-off analysis to choose the best one by using semi-formal notations.
10. Re-identify issues in Non-functional Requirements, provide solutions and perform trade-off analysis to choose the best one by using semi-formal notations.
11. Modify Improved Understanding for Domain Requirements. Add semi-formal notations.
12. Modify Improved Understanding for Functional Requirements. Add semi-formal notations.
13. Modify Improved Understanding for Non-functional Requirements. Use NFR model.
14. Revise product requirement models and specifications including Use Case Diagram, Class Diagram, Sequence Diagram, SADT and SIG.
15. Test and finalize prototype.
16. Revise user manual for changes in prototype.
17. Verify Requirements Creeping Rate formulation.
18. Revise and modify traceability between all types of requirements.
19. Revise and update Interim Phase II presentation.

### Outputs

The following are the major outputs of the Final Phase II of the project:

1. Final Software Project Management Plan (Nov 15th, 2009)
2. Final Software Requirements Specification Document (Nov 19th, 2009)
3. Revised Process Specifications (Nov 19th, 2009)
4. Revised Vision Document (Nov 23rd, 2009)
5. Final Phase II Report (Nov 26th, 2009)
6. Final Prototype (Nov 28th, 2009)
7. Final User Manual (Nov 28th, 2009)
8. Final Presentation (Nov 30th, 2009)

### Roles and Responsibilities

|  |  |  |  |
| --- | --- | --- | --- |
| Deliverable | Developers | Reviewers | Team Lead(s) |
| Final Software Project Management Plan | Jassem, Muhammad | Aditya, Ajay, Jeevan, Meghana, Preeti, Sean, Vinay | Bryan |
| Final Software Requirements Specifications | Aditya, Ajay, Jeevan, Meghana, Preeti, Vinay | Bryan, Muhammad, Sean | Jassem |
| Revised Process Specifications | Bryan, Jassem, Muhammad, Sean | Aditya, Ajay, Jeevan, Preeti, Vinay | Meghana |
| Revised Vision Document | Preeti, Vinay | Aditya, Ajay, Bryan, Jassem, Jeevan, Meghana, Sean | Muhammad |
| Final Phase II Report | Ajay, Bryan, Jassem, Jeevan, Meghana, Muhammad | Aditya, Preeti, Vinay | Sean |
| Final Prototype | Aditya, Ajay, Bryan, Jassem, Muhammad | Jeevan, Meghana, Preeti, Vinay | Sean |
| Final User Manual | Aditya, Ajay, Jeevan | Jassem, Vinay, Meghana, Muhammad, Preeti, Sean | Bryan |
| Final Presentation | Meghana, Preeti, Sean, Vinay | Aditya, Ajay, Bryan, Jeevan, Muhammad | Jassem |



**Activity Diagram: Final Phase II Process**

## 4.6 Traceability

### Interim Phase I vs. Final Phase I

|  |  |
| --- | --- |
| Interim Phase I Deliverable | Final Phase I Deliverable |
| Preliminary Project Management Plan | Revised Project Management Plan |
| Software Requirements Specifications | Revised Software Requirements Specifications |
| Mock-up | Revised Prototype |
| User Manual | Revised User Manual |
| Interim Phase I Presentation | Revised Phase I Presentation |

### Final Phase I vs. Interim Phase II

|  |  |
| --- | --- |
| Final Phase I Deliverable | Interim Phase II Deliverable |
| Revised Project Management Plan | Revised Project Management Plan |
| Revised Software Requirements Specifications | Revised Software Requirements Specifications |
| Revised Mock-up | Revised Mock-up *(no change)* |
| Revised User Manual | Revised User Manual *(no change)* |
| Interim Phase I Presentation | Interim Phase II Presentation |

### Interim Phase II vs. Final Phase II

|  |  |
| --- | --- |
| Interim Phase II Deliverable | Final Phase II Deliverable |
| Revised Project Management Plan | Final Project Management Plan |
| Revised Software Requirements Specifications | Final Software Requirements Specifications |
| Revised Mock-up | Final Prototype |
| Revised User Manual | Final User Manual |
| Interim Phase II Presentation | Final Presentation |