PROJECT DELIVERABLES - TRADITIONAL METHODOLOGY

Cover Page

Title
Group Members Names
Course Number and Name
School
Instructor Name
Date

Table of Contents
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Executive Summary

A maximum two page overall description of the entire project

I. Problem Statement

Environment Description
Organization Chart
Business Problems Challenges, Opportunities or Issues
Proposal: Vision, Goals, Objectives to Be Achieved
System Development Request/Need for System
Assumptions/Constraints
Preliminary

II. Preliminary Investigation and Feasibility Analysis

Project Scope and Constraints
Costs and Benefits
Preliminary Effort/Time Estimate
Make vs. Buy (Outsource)
Project Plan (Gantt charts, WBS, metrics, etc.)
  Project milestones and deliverable products
Procurement
RFPs
  Criteria for Vendors Selection
Risk Assessment
Size Assessment
Acceptance Plan

III. Preliminary Investigation and Feasibility Analysis

Intended Development Process
Project Workbook Outline
Resource Plan
Schedule
Release Plan
Quality Assurance Plan
Risk Management Plan
Reuse Plan
Metrics
Project Dependencies
Issues

IV. Requirements

- *Grouping based on:*
  - Functional
    - Input
    - Processing
    - Output
    - Data/Storage
    - Control
  - Non-Functional
    - Performance (Timing)
    - Security
    - Reliability
    - Economics (Cost)
    - Conversion
  - Other
    - Anticipated Growth
  - ID for each requirement
  - Priority (High, Medium, Low)
  - Traceability Matrix
- *Feasibility*
  - Technical
  - Economic (Financial)
  - Operational
  - Schedule
- *Facts-Finding Results*
  - Interviews Summaries
  - Surveys/Questionnaires
  - Observations

V. Analysis

- *Major Workflows*
- *DFDs (Data Flow Diagrams)*
  - Context
  - Levels 1 - 3
- *ERDs (Entity-Relationship Diagrams)*
- *STDs (State Transition Diagrams)*
- *Data Dictionary*
- *Structured English*
- *Decision Tables*
- *Decision Trees*

VI. Design

- *Alternatives*
- *Cost-Benefit Matrix*
- *High-Level Design (Architecture)*
- *Low-Level Design (Detailed)*
- *Network Diagrams*
- *Modified:*
  - DFDs
  - ERDs
    - Normalization
    - Media and Size/Access Frequency Estimation
  - STDs
  - Structure Charts
- *Prototypes*
- *Pseudocode*
- *Input Screens (Samples)*
- *Output Screens/Reports (Samples)*
- *Dialog Flow Diagram*

VII. Implementation of the Design/Coding

- *Development Environment*
- *Code*
  - Prototype
  - Working Model
  - Final Version
- *Physical Packaging*

VIII. Testing

Test Plan
- Test Cases/Scenarios
- Test Procedures
- Test Scripts
- Test Reports

Environment
- Test Hardware
- Test Software
- Other Test Equipment

Personnel Needed

Levels of Testing
- Unit
- Subsystem
- System
- User Acceptance
- Regression

IX. Installation/Delivery Plan

Schedule

User Training/User Manual

Implementation Method
- Abrupt/Direct Cutover
- Phased
- Pilot
- Parallel

X. Operation, Support, Maintenance

Post Implementation Review
Maintenance Issues/User Support
Enhancements Handling
Delivery Methods
- Release
- Versioning
- Incremental Patches

Systems Support Procedures
Operational Results Report
- Problems Encountered
  - Identify those that were anticipated and the unexpected.
  - Describe how these problems were dealt with, both the anticipated and real-time resolutions.
  - What might you have done differently in earlier phases to prevent these problems, or reduce their impact?
- System Benefits
  - Describe the expected benefits?
  - Were the actual benefits different from the expected and, if so, how?
  - What might have been differently in earlier phases to assure system benefits?
- Customer Satisfaction
  - Describe the level of customer satisfaction and any tangible measures of satisfaction with the system.
- Other Observations

Conclusions and Lessons Learned

XI. Parallel Activities - Across the Project Life-Cycle*

Project Management
Configuration Management
Quality Assurance
(Independent) Verification and Validation
Documentation
- System
- User

* To be produced at the beginning of the project and updated at every major milestone!

XII. Appendices

Glossary
Sample Documents
References
Figures/Tables
Historical Work Products

Work Product Definition

Description
Purpose
Participants
Timing
Techniques
Strengths
Weaknesses
Notation
Traceability
Advice & Guidance
Verification
Examples
References
Importance

Work Product Structure

Work Product Specific Part

Identifier
Date
Author
Owner
Status
Issues
Metrics
Traceability
History

PROJECT MANAGEMNET TECHNQIUES

A Depth-First Approach to Software Development
Iterative and Incremental Development
Selecting Traditional Modeling Tools
Prototyping as a Risk Management Technique

DEVELOPMENT TECHNIQUES

Performing a Domain Analysis
Getting Started with Semantic Networks
Building:
    System Diagram (Context)
    Entity-Relational Schema
    State-Transition Diagram
    Structure Chart
Wrapping with Legacy Systems
Implementation in a Non-OO Programming Language
Scenario-Driven Development
Design Patters
Interfacing to Relational Data
Visual Programming
Program Determination

REUSE TECHNIQUES

Reuse in General
Using Assets
Making Project Parts Reusable
Creating Truly Reusable Assets