Managing Object Oriented Projects – Introduction

Craig D. Wilson
Matincor, Inc.
www.matincor.com
Objective

- **Provide a process to manage object-oriented projects.**
- **Focus on projects**
  - duration of less than 6 months
  - team of 2 dozen or less
  - general business applications *(vs. military or other highly regulated industry)*
Introduction

- Craig Wilson, Lead Consultant
  Matincor, Inc. (www.matincor.com)

- 20 years IT management experience

- Project experience
  - teams of up to 200
  - annual budgets of up to $15 million
Today’s Challenges

- Rapidly evolving technologies
- Multi-tier environments
- Ever-shrinking development timeframes
- Lack of common software engineering discipline
Tomorrow’s Challenges

• Web Services
  – Physically distributed development
  – Limited control over communications layer
  – More business / legal issues
  – Evolving standards

• Increased use of wireless technologies and specialized platforms
Project Approach

- Software engineering process focused on predictable, repeatable results.
- This course utilizes the On-Target 4D™ methodology
On-Target 4D™

- **Software development methodology**
  - **Tools** *(how)*
    - Unified Modeling Language
    - Various custom models and templates
  - **Processes** *(who, what, and when)*
    - Based upon subset of industry standard object-oriented analysis and design techniques
    - Specifically delineated
      - Activities and artifacts designated by role, by project phase
On-Target 4D

- Designed for small to medium sized projects
  - Project window < 6 months
  - Project staff < 30 members
- Focus on shared team experience and knowledge
  - vs. individual tasks and project artifacts
On-Target 4D SDLC

- **System Development Life Cycle**
  - Discover
  - Design
  - Develop
  - Deploy

- **Multiple iterations**
  - Risk mitigation
  - Discover & Learn revisions
On-Target 4D SDLC

- For purposes of this discussion, 3 iterations will be targeted towards a production release
- Product should be available for demonstration at end of each iteration
SDLC Iteration Focus

• First Iteration
  – Requirements discovery
  – Conceptual design
  – Architecturally significant functionality and qualitative factors
  – Validating the design model
SDLC Iteration Focus

- Second Iteration
  - Requirements clarification
  - Conceptual design refinement
  - Architectural modifications
  - Adding functionality to system
  - Establishing regression tests
SDLC Iteration Focus

• Third Iteration
  – Finalize secondary requirements and design for initial release
  – Stabilize application – limited architectural changes
  – Certification testing
  – Deployment to production environment
Team Communications

- Each team role has specific communication responsibilities
  - Internal
    - Inter-team
  - External
    - Extended project team
Project Manager

- **Internal**
  - Coordinates and facilitates inter-team activities and communications
  - Represents management’s interest

- **External**
  - Reports project status & progress to IT management
  - Represents team’s interests and concerns to management
  - Addresses intra-project, personnel, and resource issues with management

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Lead Analyst

• Internal
  – Provide requirements and understanding of the project “vision”
  – Represents client’s or users’ interest

• External
  – Reports project status & progress to business sponsor / users (w/ PM)
  – Represents team’s interests and concerns to business sponsor / users
  – Expectation Management
Technical Lead

• **Internal**
  – **Provides the architectural vision of the solution**
  – **Ensures standards compliance**

• **External**
  – **Presents architectural plan to Standards Comm. for approval or variance authorization**
Quality Assurance Lead

- **Internal**
  - Reports to team the “health” of the product

- **External**
  - Participates in User Acceptance Test activity and results reporting
Infrastructure Lead

• Internal
  – Reports to team on status of, and changes to, infrastructure

• External
  – Coordinates installations across and between organizations
**Configuration Management Lead**

- **Internal**
  - Reports on status of baseline artifacts
  - Reports progress during system promotion process

- **External**
  - Coordinates product promotion to production environment with production services group
The Project

- Over the next series of slides, we will discuss each phase in the SDLC including:
  - Activities
  - Artifacts
  - Responsibility by role