

Different Approach "Product & Project Matrix " in Requirement Definition and Management

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Terminology



Project

A project is a temporary endeavor with a defined beginning and end (usually time-constrained, and often constrained by funding or deliverables), undertaken to meet unique goals and objectives, typically to bring about beneficial **change** or **added** value.

Product

Product (business), an item that ideally satisfies a market's want or need. Product (project management), a deliverable or set of deliverables that contribute to a business solution (wikipedia)

Application

Application software is all the computer software that causes a computer to perform useful tasks (compare with Computer viruses) beyond the running of the computer itself. A specific instance of such software is called a **software application**, **application** or **app**.

RRC Project Area

A project area defines the project (or product) deliverables, team structure, process, and schedule. You access all project (or product) artifacts, such as iteration plans, work items, requirements, test cases, and files under source control within the context of a project area



- Not always they have big project, lots of changes request, small demands, enhancements
- %65 of the needs are less than 50 man / day. Generally change request...
- Can not easily follow the existing product features
- Manage the change in products is hard.
- New hiring adaptation to the existing products and high dependency to the product owners.

Defining Requirement in Projects



- Create **RRC Project Area** for Each **Project** or **Group of Requests**
- Define Requirements according to your process (Agile, Traditional) by Use case, Features, Requirements etc. in RRC Project Area
- Define Requirements in documents like Use Case Specification, SRS, FAD etc.
- When project is done, RRC Project Area can be archived.
- If everything is new, that's fine, but what if the requirements changes and you need to know about the existing features?

Projects	Requirement Definitions						
PRJ 00001	Req1, Req2, Req3, Req4	UC1, UC2	SRS	FAD etc			
PRJ 00002	Req12, Req33, Req221	UC3, UC4, UC2					
PRJ 00003	US1, US2, US34, US32, US2						



Project Based Sample Structures (Client Samples)

RRC Project Area = Project	RRC Project Area = Project	RRC Project Area = Project
Project- 001	Project- 002	Project- 003
 1- Requirements 2- UI Prototypes 3- Use Cases 4- Storyboard 5- Glossary 6- SPS 	 1- User Story Enrichment 2- CCC Cards 3- UI Prototypes 4- Storyboard 	 1- FAD Modules 2- Functional Req. 3- Non-Functional Req. 4- Supporting Materials
7- Supporting Materials (TRADITIONAL)	(AGILE)	(TRADITIONAL) (Document Centric)

•Number of RRC Project increases with the number of Projects •RRC Project can be achieved after project is Done



How Do You Define a Product?

Cooperating with Enterprise Architecture Team is important, most probably EA teams has an classification domain. Product. Application, Service etc..





What is Product / Project Matrix in Requirements?

- Create RRC Project Area for each Product,
- Define Requirements according to your process (Agile, Traditional) by Use case, Features, Requirement Enrichment etc. for the **Project.** Requirements related to the **product** created in its own RRC Project Area.
- Define **Project Requirements** in documents like Use Case Specification, SRS, FAD etc. Insert other other Product requirements to the document.
- Newly created or changed requirements are added to a **collection** for each **Product**.
- When project is done, requirements stored as a Product Requirement

PRJ 00003	Req13, Req34		Req23, UI22,BP2	
PRJ 00002		Req34, UI2	Req34, BP12	
 PRJ 00001	Req1, Req2	Req22, UC2		
Projects				
Products	Product 1	Product 2	Product 3	

Product Based Sample Structures



RRC Project Area = Product	RRC Project Area = Product	RRC Project Area = Product
Product - A	Product - B	Product - C
 Product Features Product UI Prototypes Product Use Cases Product Storyboard Product Glossary Project Collections 	 1- User Story Enrichment 2- CCC Cards 3- UI Prototypes 4- Storyboard 5- Project Collection 	 1- FAD Modules 2- Functional Req. 3- Non-Functional Req. 4- Project Collection

•Number of RRC Project increases with the number of new Products.

•RRC Project can be achieved after Product dropped.

•Number of Project Collections increase with the number of Projects.



- Create RRC Project Area for each Product
- Define Artifact Types, Artifact Attributes, Artifact Link Types according to your Method (agile, traditional).
- Define a Collection type artifact for 'Project Requirement Collection'
- Define your folder structure for the product. Sub-Folders can be used for Sub-Products or Services of the product.
- Define a Folder for Storing the "Project Collections" for that Product
- Define Views for filtering Product related or Project related artifacts



Create RRC Project Area for each Product

👔 🖉 All Projects		Active Project Areas >	
(clm.ibm.com)		iCustomer Account (Product)	
My Projects			Preview Team Area Hierarchy
iCredit Card (Product) Explore Dashboard Show Artifacts Show Modules Manage Project Area iCustomer Account (Product) Explore Dashboard Show Artifacts Show Modules Manage Project Area	_ }]	Summary:	
iPayment (Product)	3	Process	
Explore Dashboard Show Artifacts Show Modules Manage Project Area			· · · · · · · · · · · · · · · · · · ·



 Define Artifact Types, Artifact Attributes, Artifact Link Types according to your Method (agile, traditional). Artifact Attributes

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Artifact Types		An artifact attribute def attribute definition incl	ines a kind of value udes a name (e.g.,	e that is mainta , "Priority") and a	
		Artifact Attributes	🖶 New Attribute		
AGILE	1	Name	Data Type		
Artifact Types	Now Type	Business Owner Impacted Systems	Boolean Boolean	rtifact Types Artifact Attribu Link	ites Attribute Data Types
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ERequirement (UserStory) Enrichment		QM Creation Time			
Supplementary Material	Name	Requirement Type	String		
Burst	Product Features	Severity	Severity Type	Specifies	
UI Prototypes	Project Analysis Specification	Source Tag	String	Tracked By	
BUser Story Card		Status	String		
	Requirement			Validated By	
	UI Prototypes			References	
	📴 Use Case Diagrams			Synonym	
	Use Case Spec			Project Collection Link	
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Define a Collection type artifact for 'Project Requirement Collection'





 Define your folder structure for the product. Sub-Folders can be used for Sub-Products or Services of the product.







Define a Folder for Storing the "Project Collections" for that Product





Define Views for filtering Product related or Project related artifacts

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Create New Product Features Views	Artifacts Page size:	5 🕐 20 -				智 📲 🖛 🗐 No grouping 🔻 🔚 📽 🔗 🖟 🤣	
				Previous 1 2	Next		
		ID	Name	Artifact Type	Modified By	Modified On	
All PROJECT for the PRODUCT		632	🔃 Credit Card UseCases	Use Case Diagrams	halil - Dev	May 30, 2013 5:14:39 AM	
All Requirements of PRODUCT		633	👔 New Credit Card Appointment	Use Case Spec	halil - Dev	May 26, 2013 12:36:46 AM	
All UI Sketches of PROUCT Artifacts DO NOT have a linked TESTCASE		634	Listing Credit Card Details	Use Case Spec	halil - Dev	May 26, 2013 12:37:49 AM	
PROJECT requirements linked to TEST PLAN		635	👔 Paying Credit Card	Use Case Spec	halil - Dev	May 26, 2013 12:38:22 AM	
PROJECTS linked with CROSS PRODUCT Requirement Enrichment linked to SPRINT		636	👔 Customer	Use Case Spec	halil - Dev	May 26, 2013 12:38:54 AM	
		637	PRJ 10124 - Paying Credit Card From Mobile Client	Project Analysis Specification	halil - Dev	May 26, 2013 3:21:20 AM	
R		638	Mobile Banking users can list the existing credit	Requirement	halil - Dev	May 26, 2013 12:53:49 AM	
		639	Mobile Banking users chooses the credit card to pa	Requirement	halil - Dev	May 26, 2013 3:20:52 AM	
		640	Mobile Banking users chooses their account which h	Requirement	halil - Dev	May 26, 2013 3:21:01 AM	
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Best Practices



- If project is related to more than one product, most of the time one product is the flag ship of the project.
- To view all the requirements in a single document or module Create the document in that product and use INSERT ARTIFACT to add artifacts from the other products into the document.
- If project is related to more than one product, link each collection created in each Product. Because you can only add artifacts to the collection if both are in the same project area.
- If cross product reporting needed, you can use Publishing engine for customized reporting needs

Best Practices



- Use 'tag' for easily finding the artifact in Product.
- Use 'attributes' for easily categorizing the artifacts.
- Create Snapshot after each project is finished. Name the snapshot as Project Name or Code
- Export Project Collection content as a report (custom reports by Publishing Engine)
- Use Link Explorer to trace the product artifacts level or Project collection level
- Needs more maturity to define and manage requirements compared to the Project based.

Benefits of Product & Project Matrix



- Centralized repository for all product features (requirements artifact) classified for the projects.
- Having up-to-date Product Document (Product Spec, Product Guide, etc.)
- Increased Reusability both in requirement level or Lifecycle level
- Possibility to follow Product based Requirement Change Management
- Less dependency to the Product Owner.
- Increased reporting capabilities (Product or Project based)
- **Tracing** the requirement & Test Cases both in project or product level

Constraints of Solution



- Other RRC Projects' artifacts can not be added to a Module in different RRC project.
- Other RRC Projects' artifacts (Product Artifacts) can not be added to a Collection in different RRC project.
- Because of QM can not have test asset reusability in QM project areas, having a single QM Project Area supporting product with categorization
- Collections can not be linked to work items.

Extending the Solution with Lifecycle Disciplines



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Thank You

