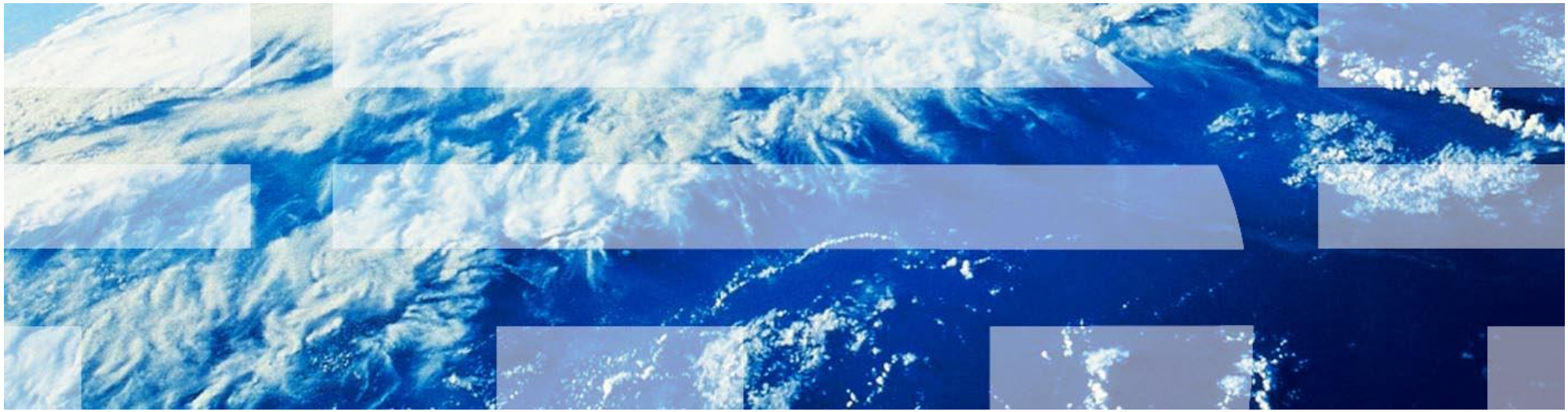
Overview



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Agenda

Introduction to Collaborative Lifecycle Management

Overview

Module 1: Aligning plans

Module 2: Responding to a change request

Module 3: Planning the sprint

Module 4: Completing a story

Module 5: Testing and fixing a story

Module 6: Stabilizing the sprint

Session Summary

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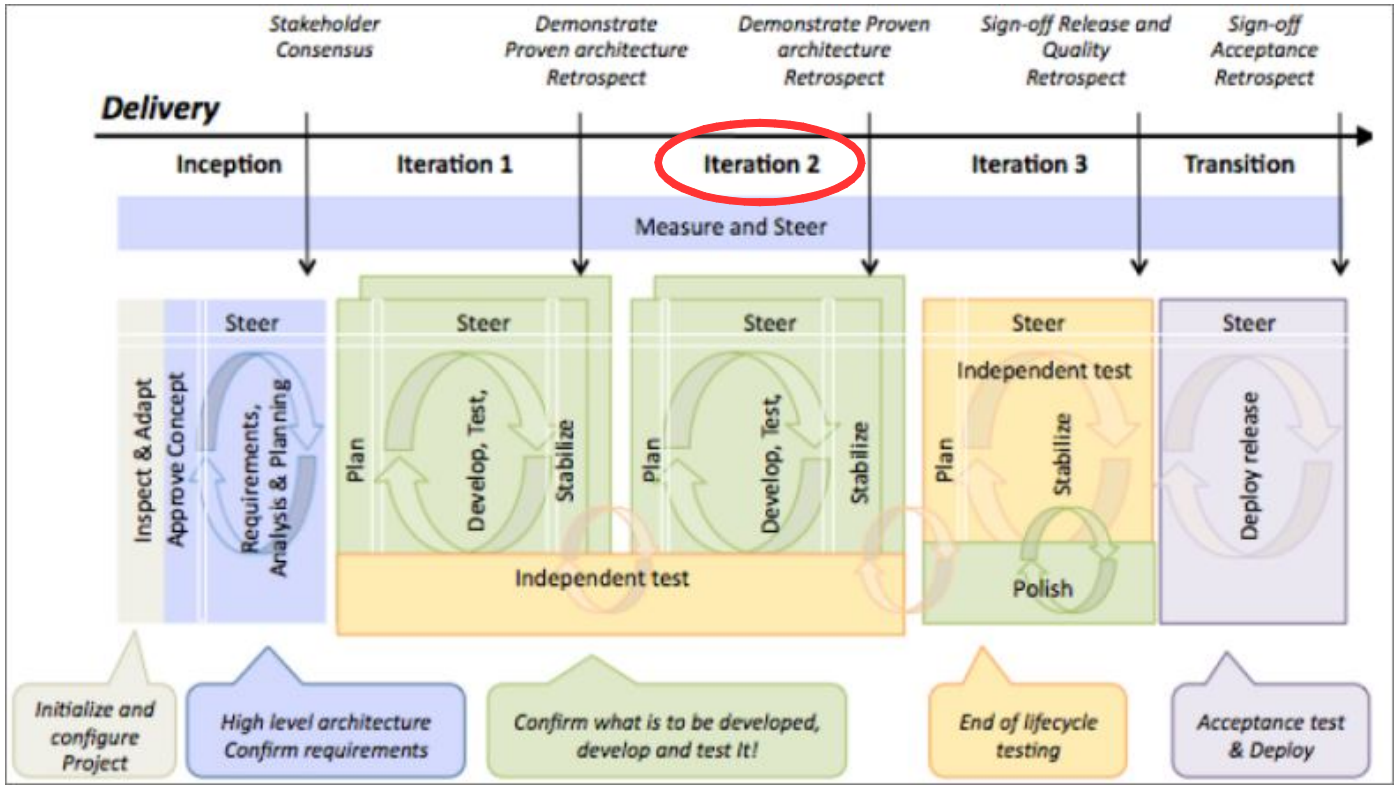
Scenario for Proof of Technology (PoT) Labs

This workshop is based on the **Money that Matters lifecycle scenario** which uses a fictitious banking company called JKE and a realistic software development project whose goal is to deliver **Release 1 of the JKE Banking application**.

The scenario centers on a single iteration (sprint) by the team responsible for delivering an initiative called "Business Recovery Matters".



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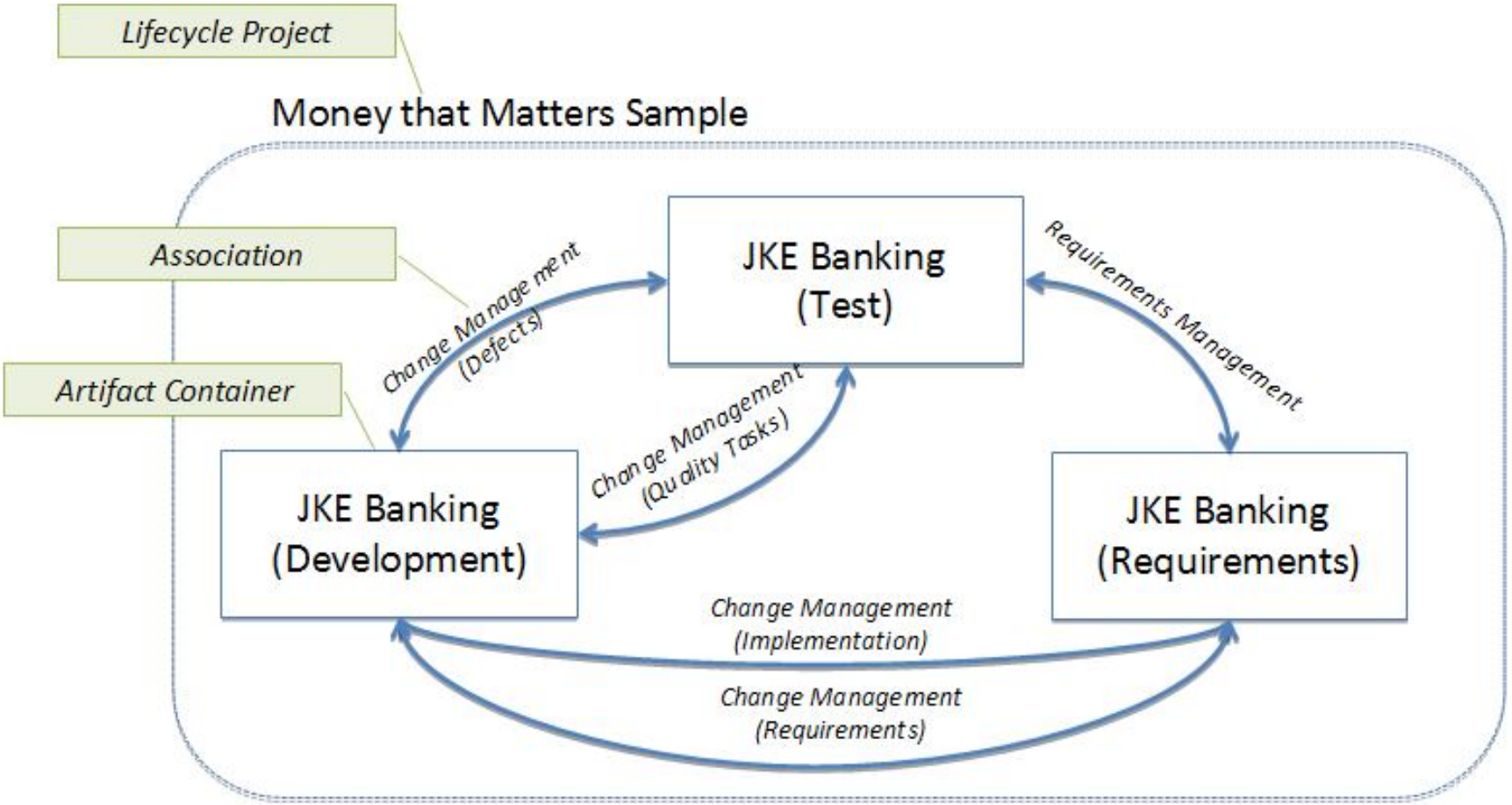
JKE Lifecycle Project



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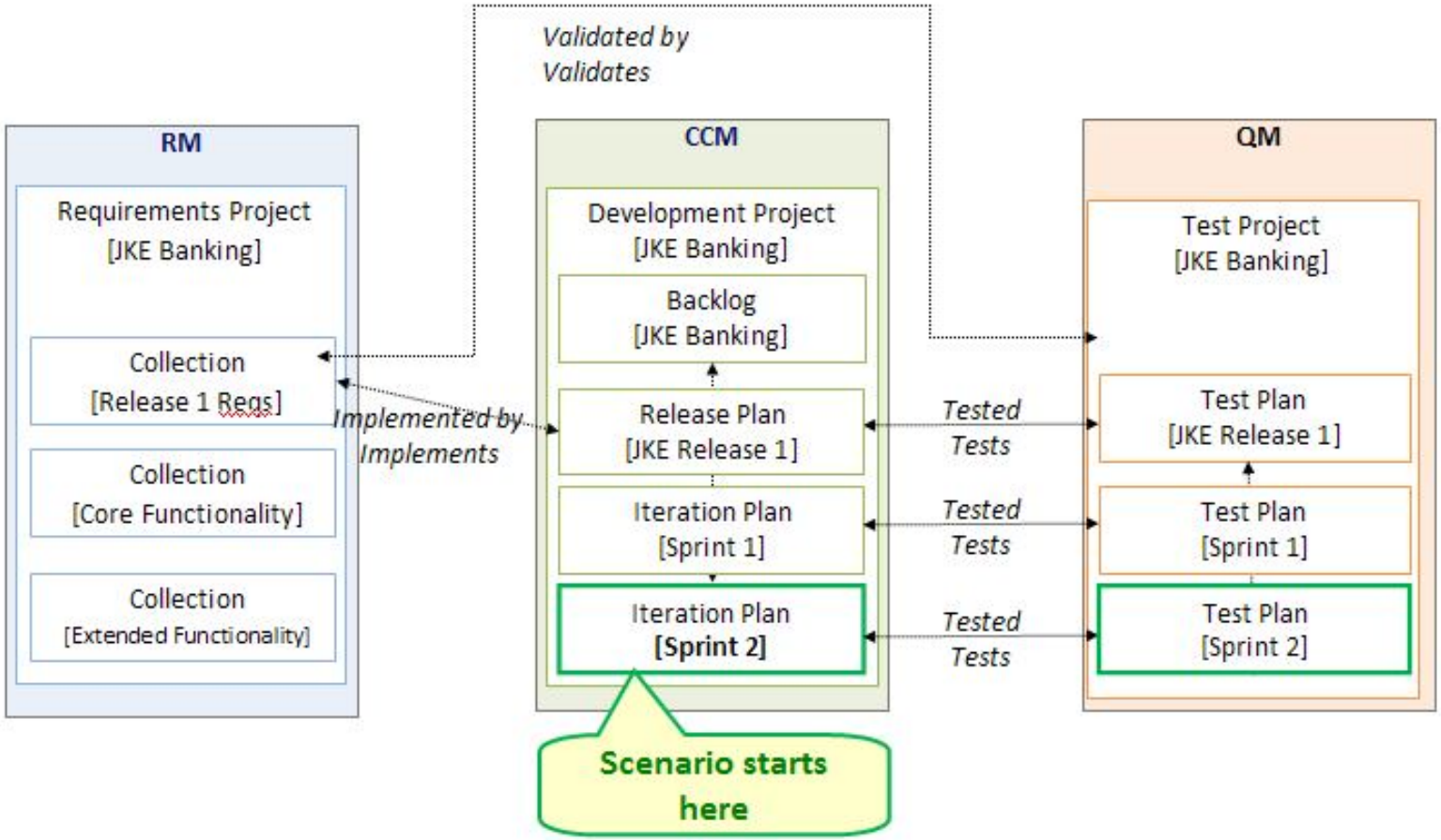
All Plans are linked



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Scenario for Proof of Technology (PoT)

We will play the role of various members on the JKE Banking project as they work through the definition, prioritization, implementation, testing and fixing of a new requirement:

Ursula: The product owner for the whole JKE Banking solution

Bob: The product owner for the Business Recovery Matters solution

Marco: The development manager and Scrum Master

Deb: A developer

Rebecca: The release engineer

Tanuj: The Test manager

The project follows the Scrum methodology.

The CLM Solution is process agnostic. Scrum/agile is just one way to implement the CLM solution. Traditional waterfall, iterative or hybrid approaches may be used as well.

We will be using IBM Rational Requirements Composer, IBM Rational Team Concert and IBM Rational Quality Manager as the project's collaborative lifecycle management and software development environment.

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Quick Scrum Overview

"Scrum" is an agile process for software development. *(Often spelled "SCRUM", although not an acronym.)*

Scrum roles:

- **Scrum Master**: Individual who maintains the processes (essentially a project manager). Responsible for removing impediments to team progress.
- **Product Owner**: Represents the stakeholders
- **Team**: Cross-functional group of people who do the work

Scrum concepts:

- **Story**: A brief description of a user need. Each story has a relative priority and complexity (story points).
- **Product backlog**: A prioritized set of high-level requirements of work, usually described in stories.
- **Sprint**: A two-to-four week period in which the team creates a potentially shipping product. A Scrum project consists of several sprints.
- **Sprint planning meeting**: A meeting to determine which backlog items go into a sprint.
- **Scrum**: A short daily meeting where each team member shares what they accomplished yesterday, what they will work on today and what, if anything is blocking their progress.

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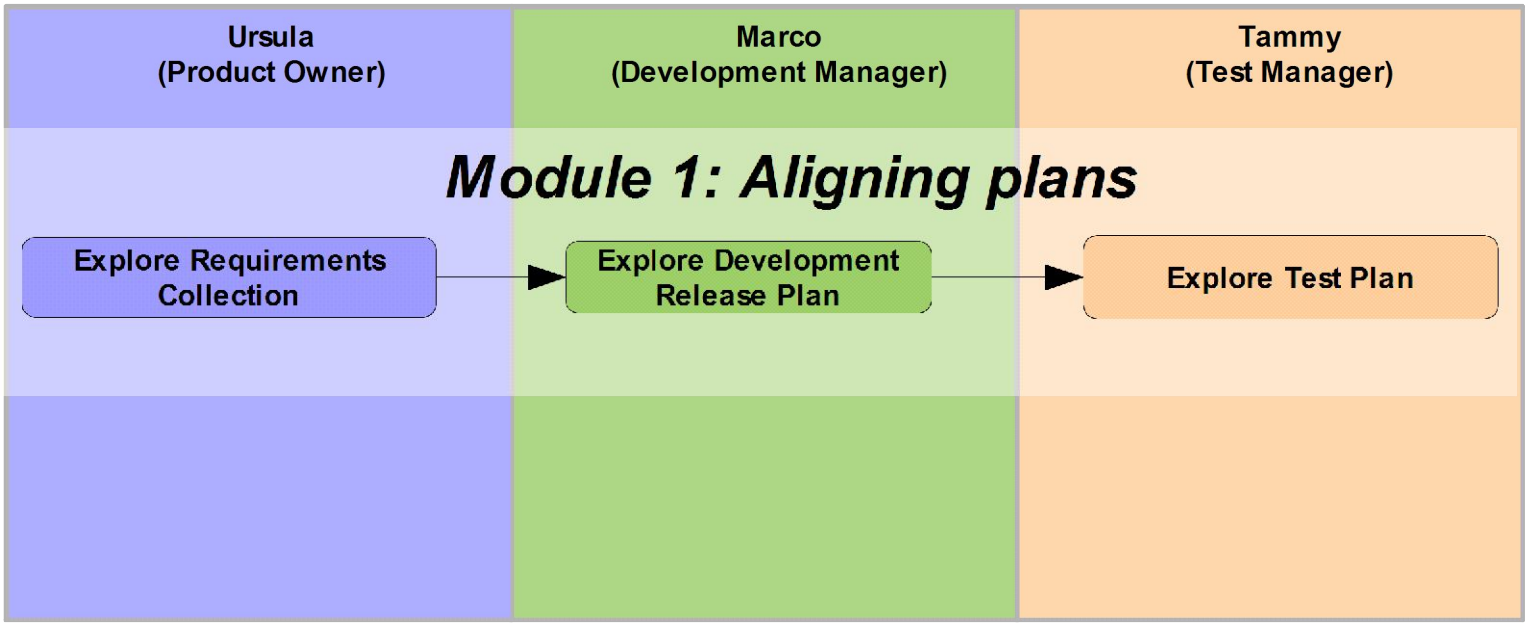
Sequence of Events



The sample application comes with a release plan already in place.

In the first module, we will explore the existing collection, development release plan and test plan as well as the links between them.

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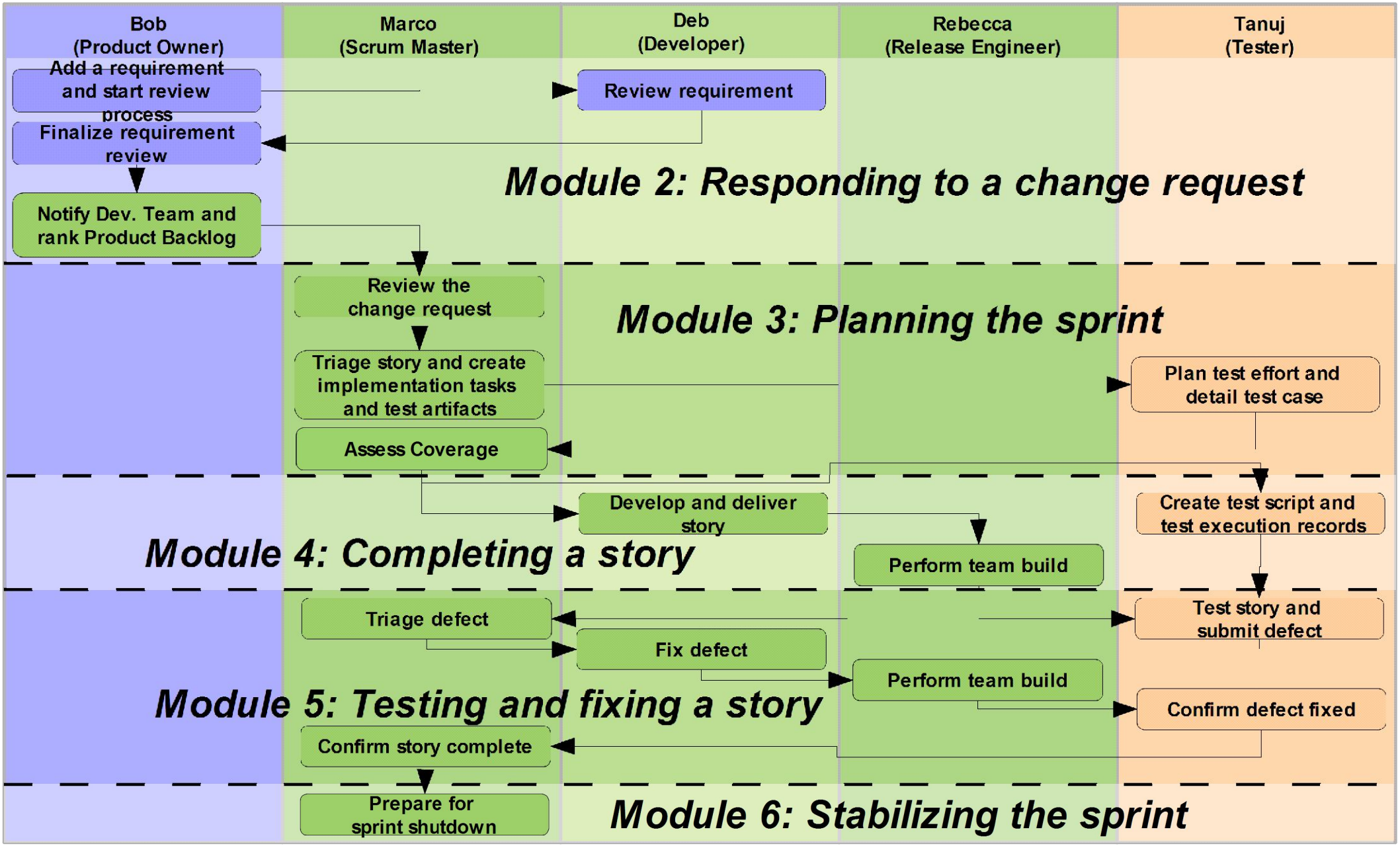
Sequence of Events



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Questions

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