

Project Management & Product Lifecycle

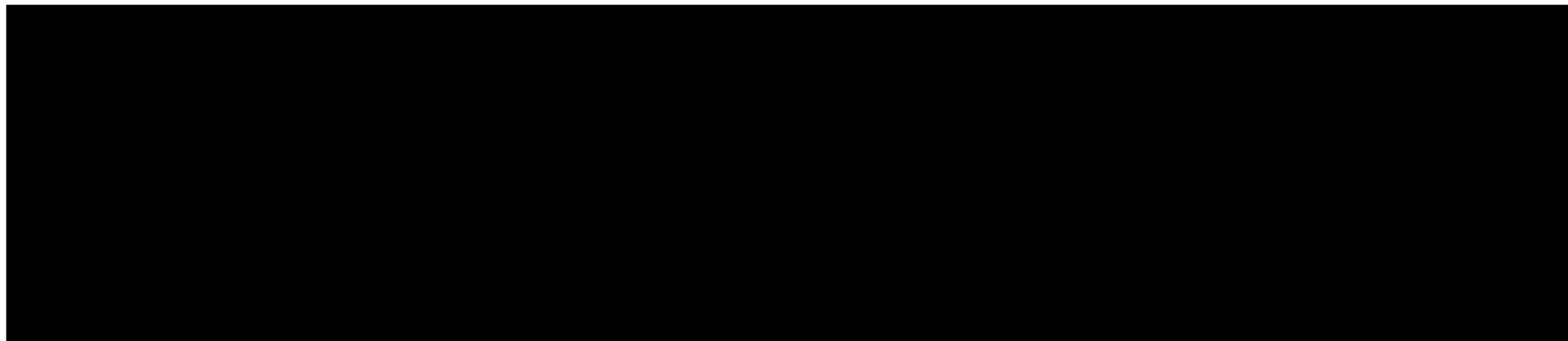
Slides by **Sébastien Mosser**

22/11/2016

Clément Duffau



Software



Development



Easy!

A low-angle shot of a roller coaster with red tracks and white support structures against a clear blue sky. The coaster features several loops and drops. The word "Really?" is overlaid in large white text on the right side of the image.

Really?



Project



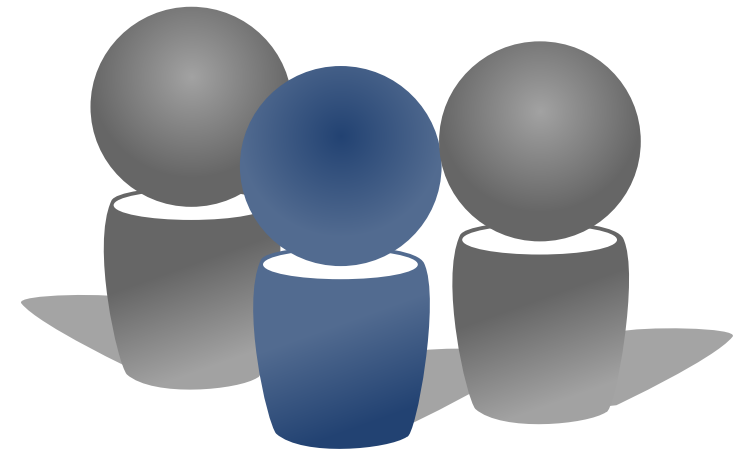
Project?



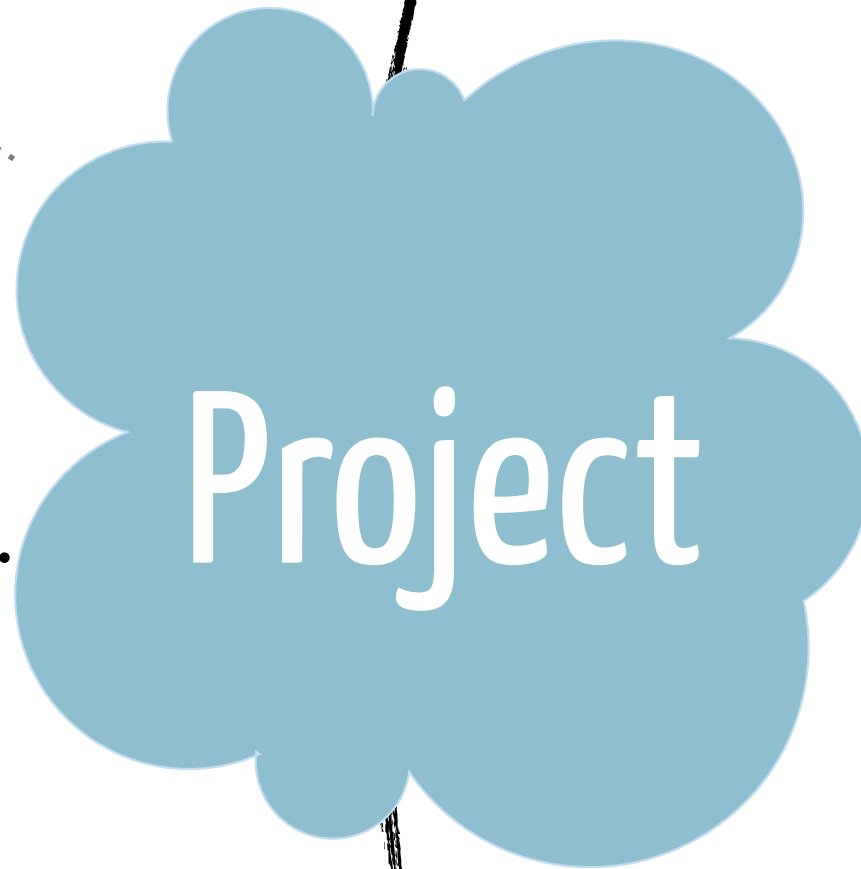


customer

Needs

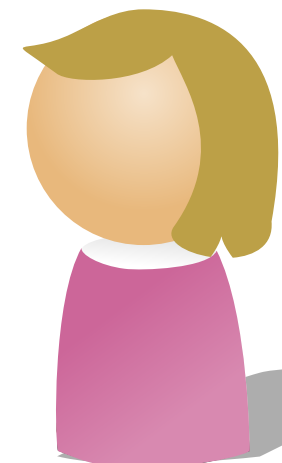


development
team(s)

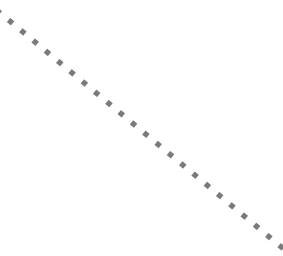
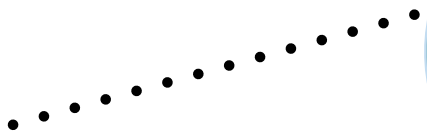
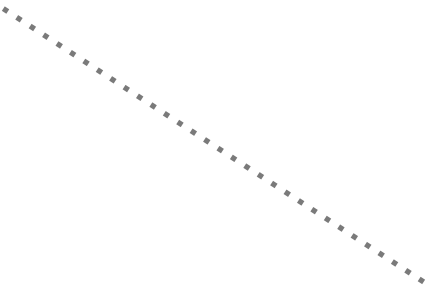


project
manager(s)

Product



user(s)





De la presquitude des choses.

Plonk et replonk

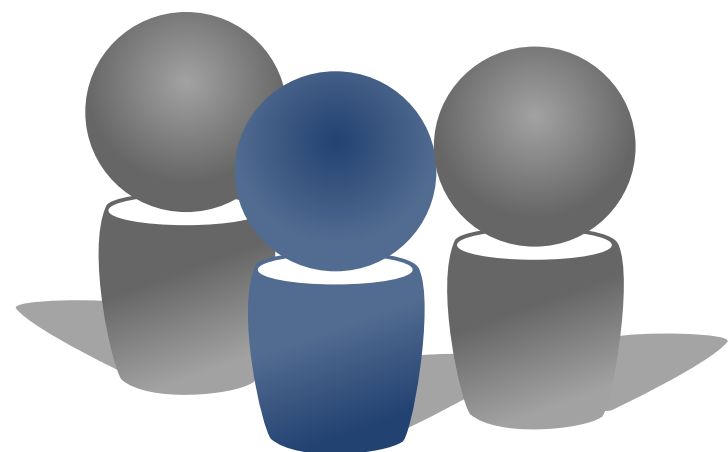
As a Project Manager

This is what I understood.



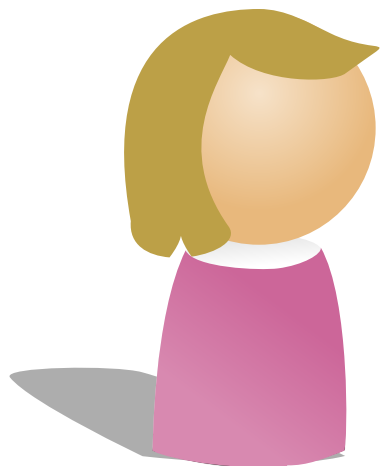
As Developers

This is what we'll deliver



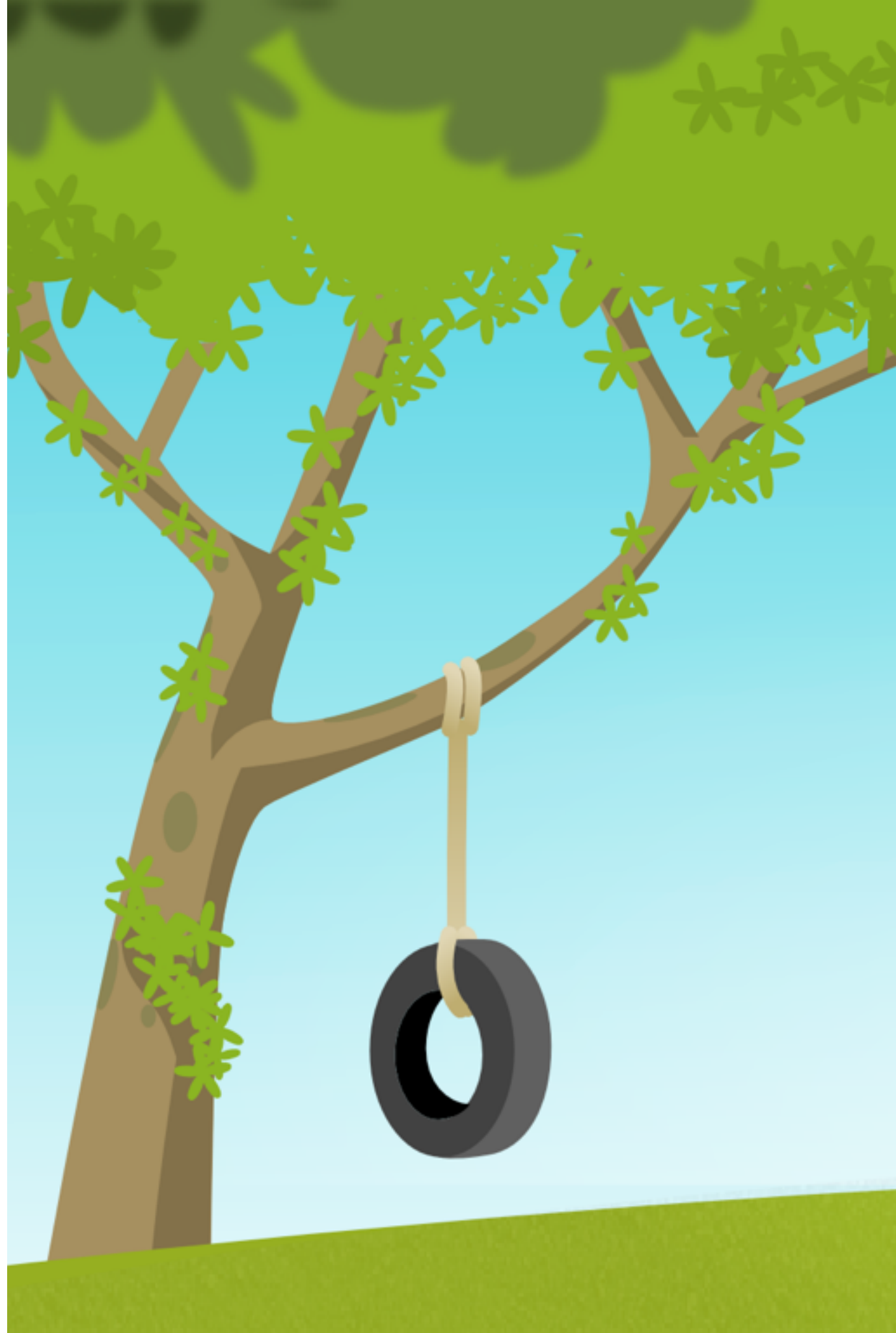
As a final user

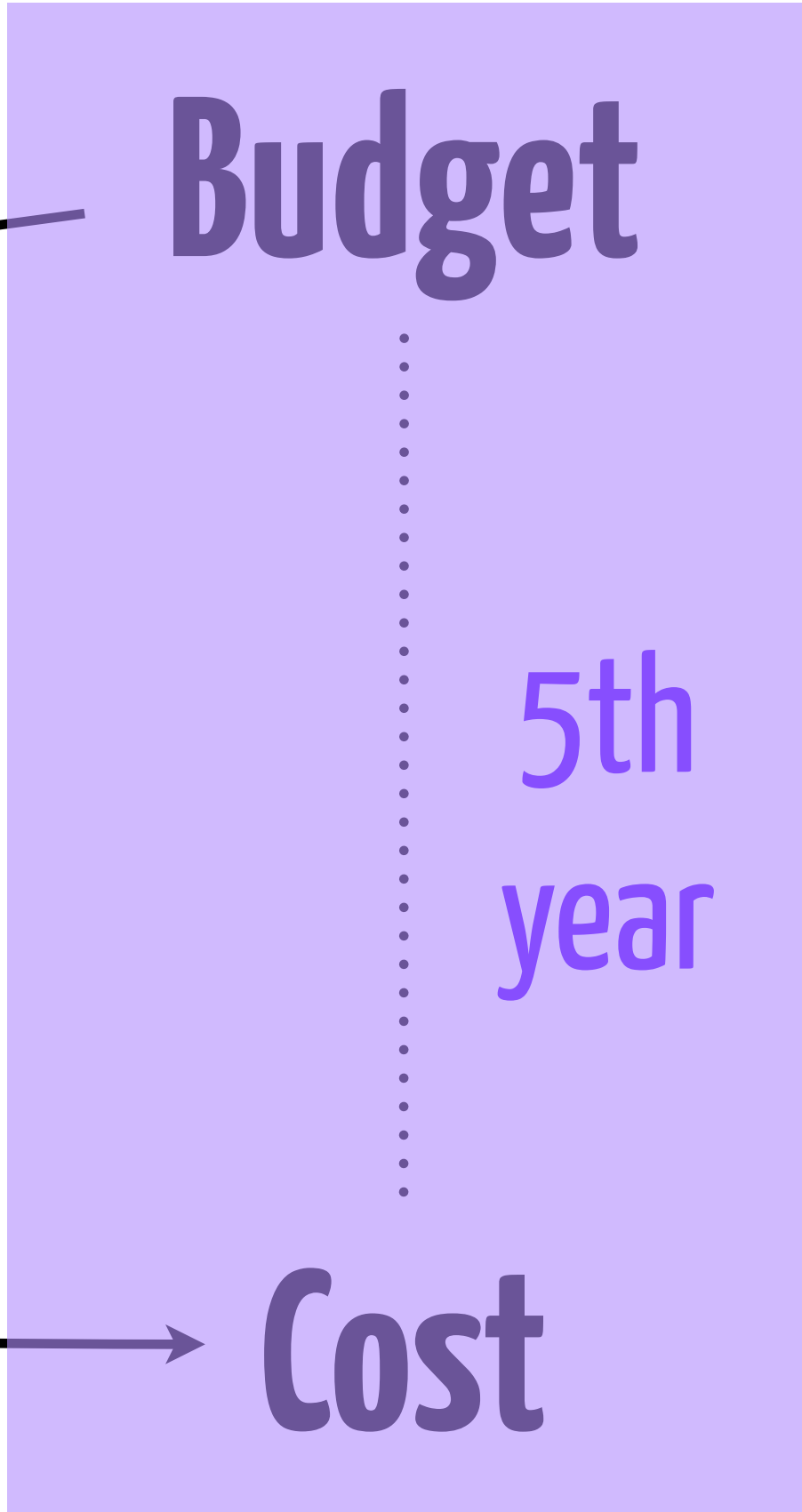
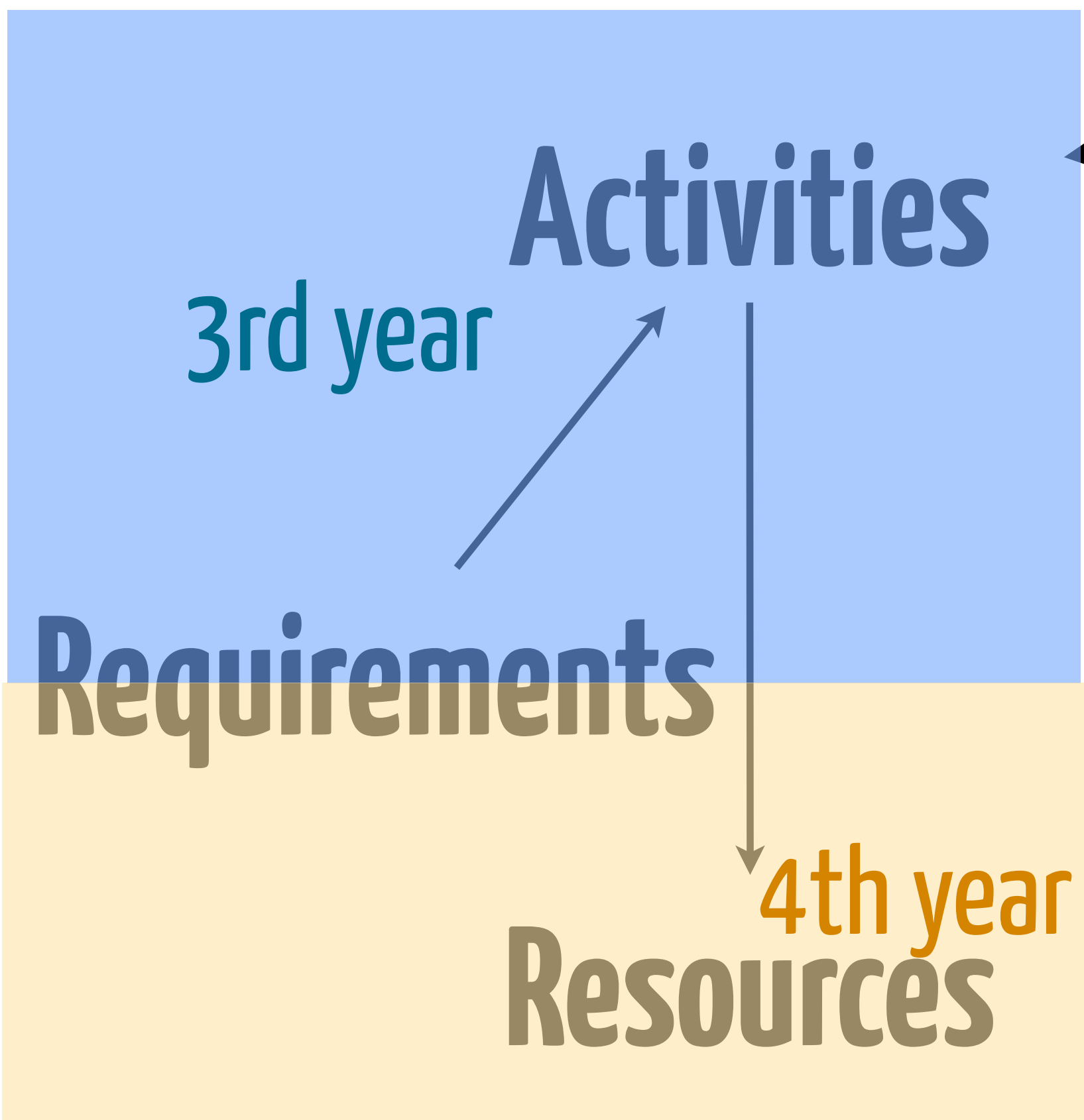
This is what I'll have to deal with.



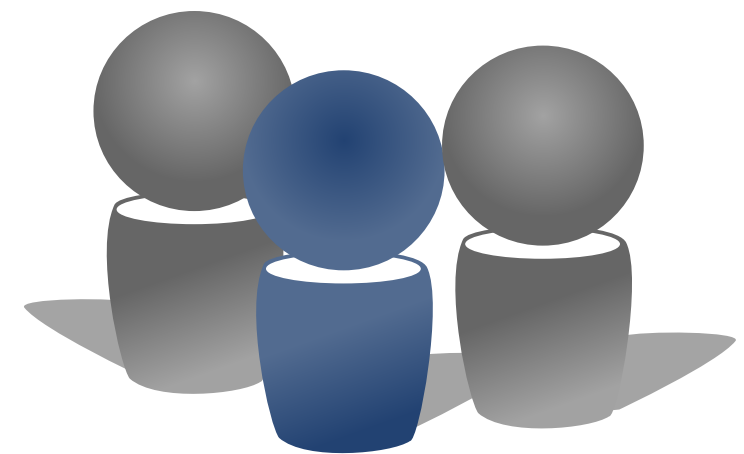
As a Customer

This is what I actually needed

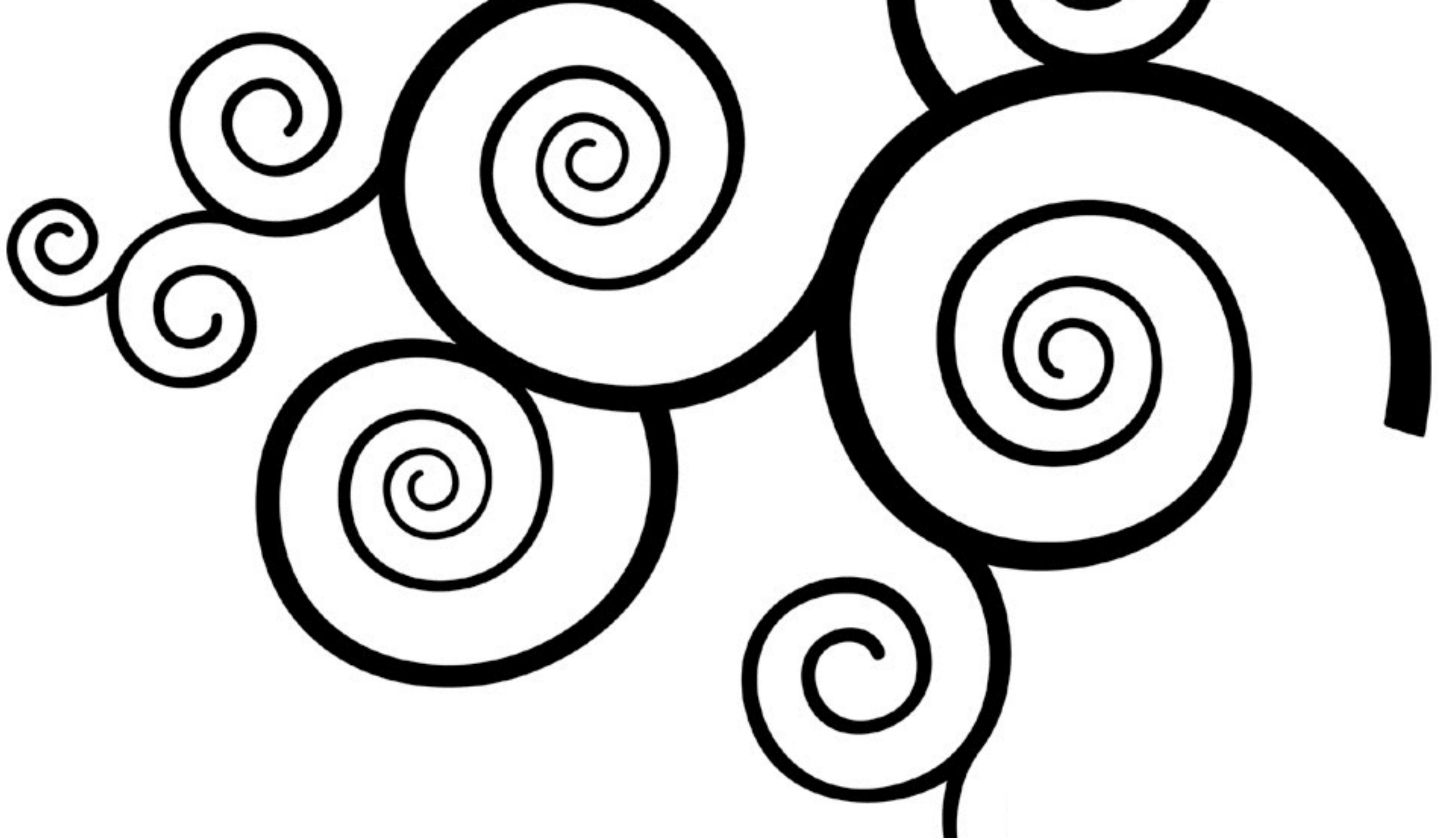




Course Focus



development
team(s)



Software
Development Lifecycle(s)

How to organize software
development activities?

Development Activities?

Requirements

Production

Design

Development

Specification

Validation

Maintenance

Tests

Lifecycle model?

Given **organization**

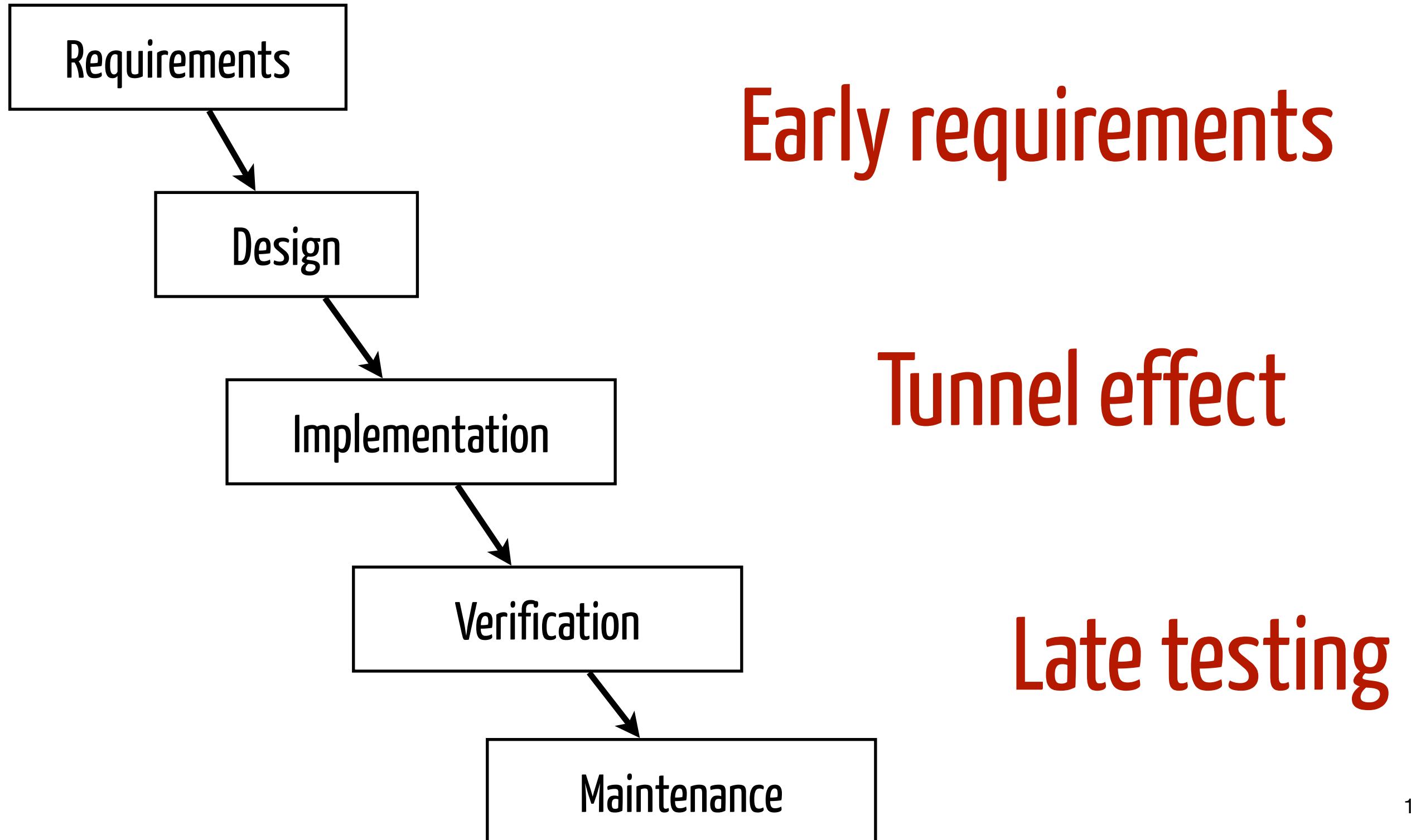
of such **activities**

Linear

or

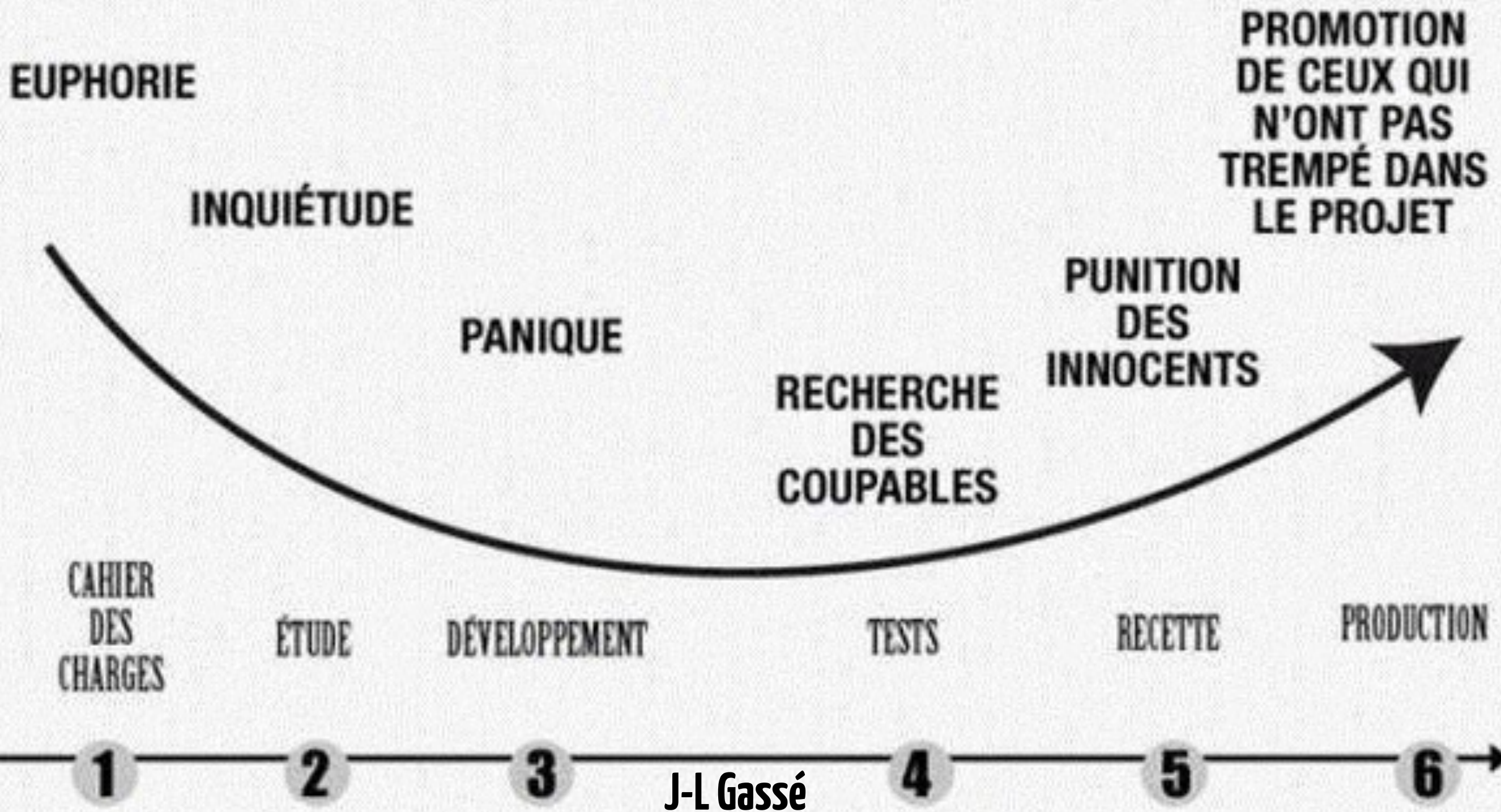
Non-linear

Waterfall Model (Linear, ca. 1970)



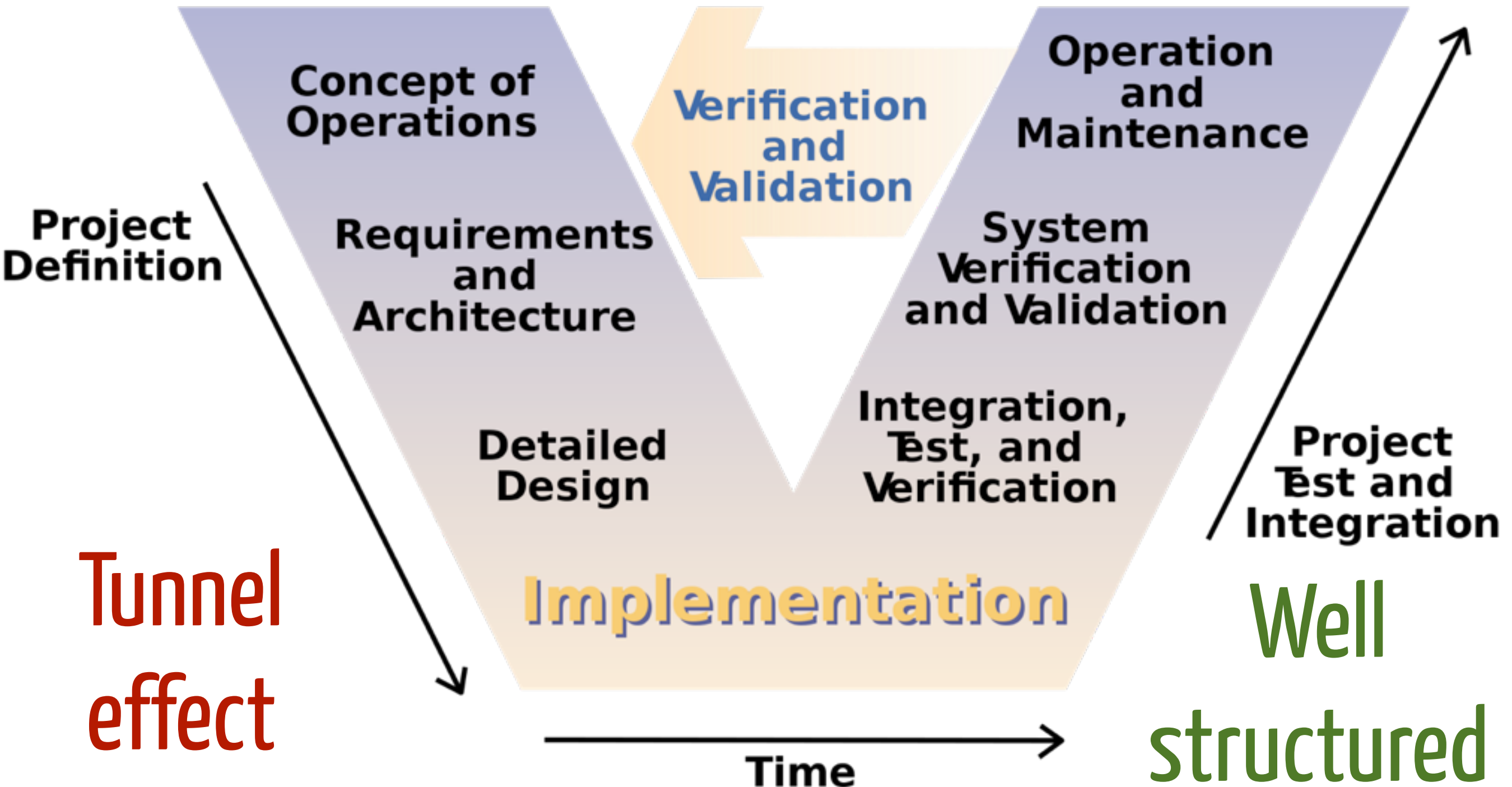


CONDUITE DE PROJET

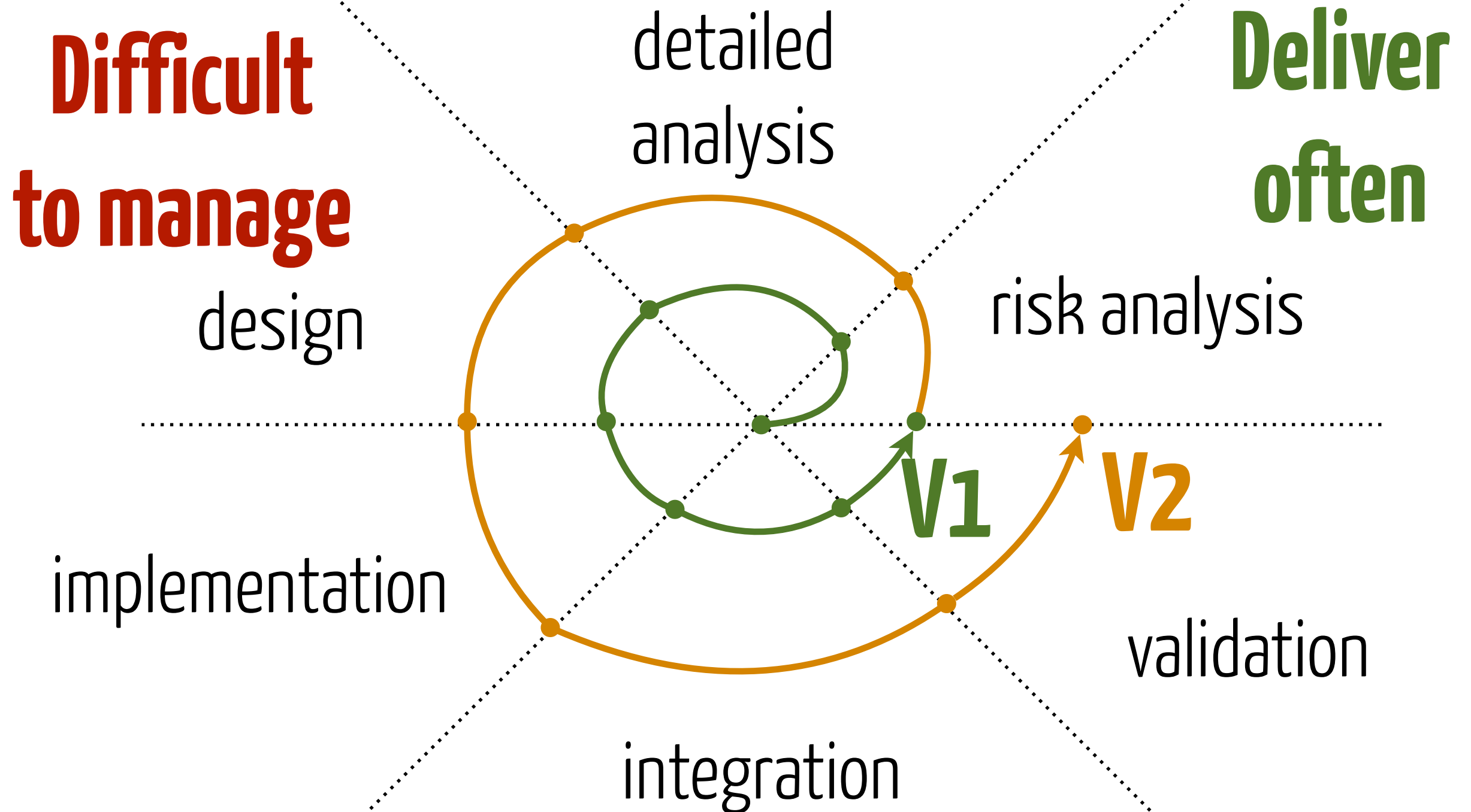


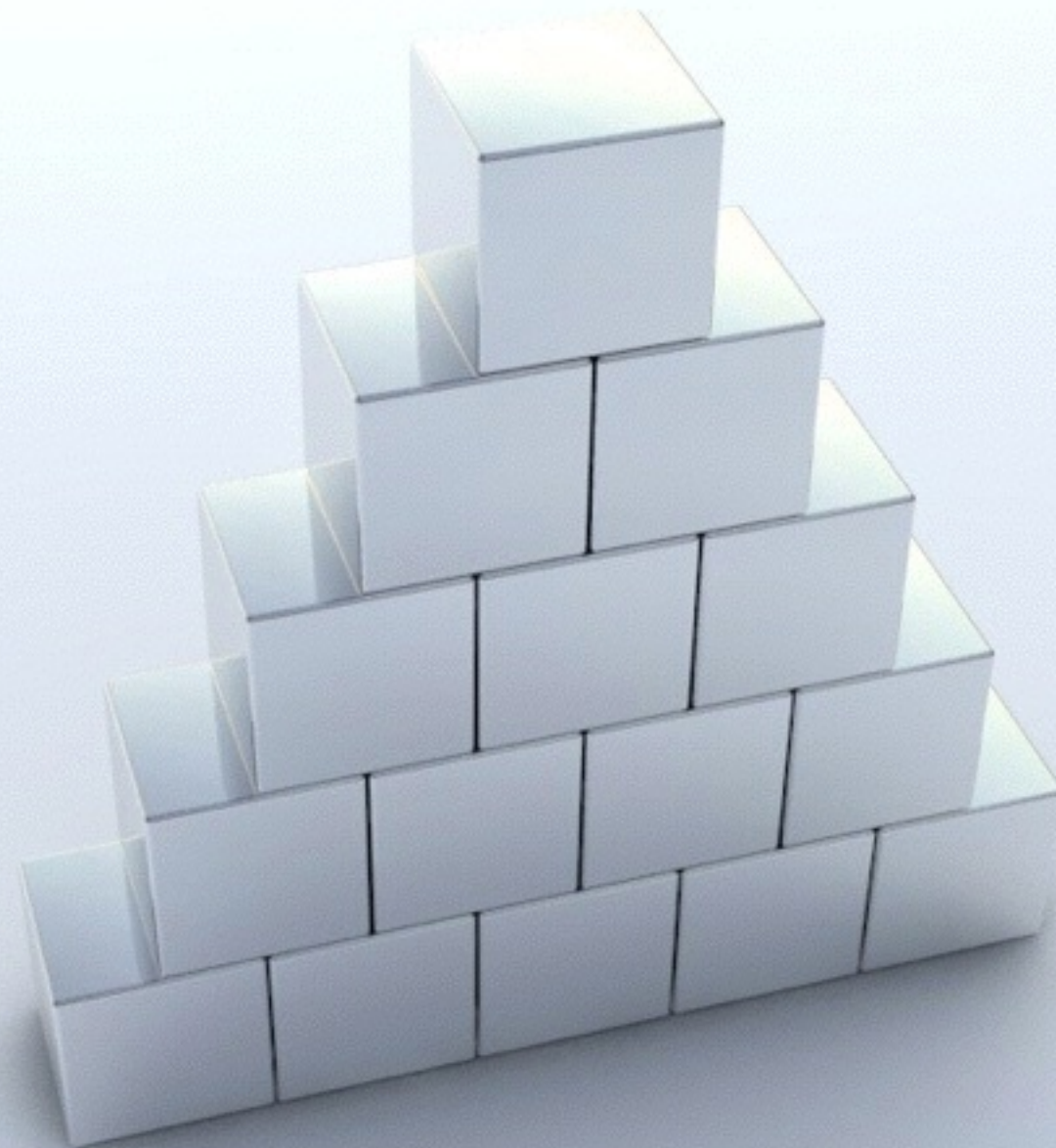
J-L Gassé

V-model (normative model)



Spiral Model [Boehm86]





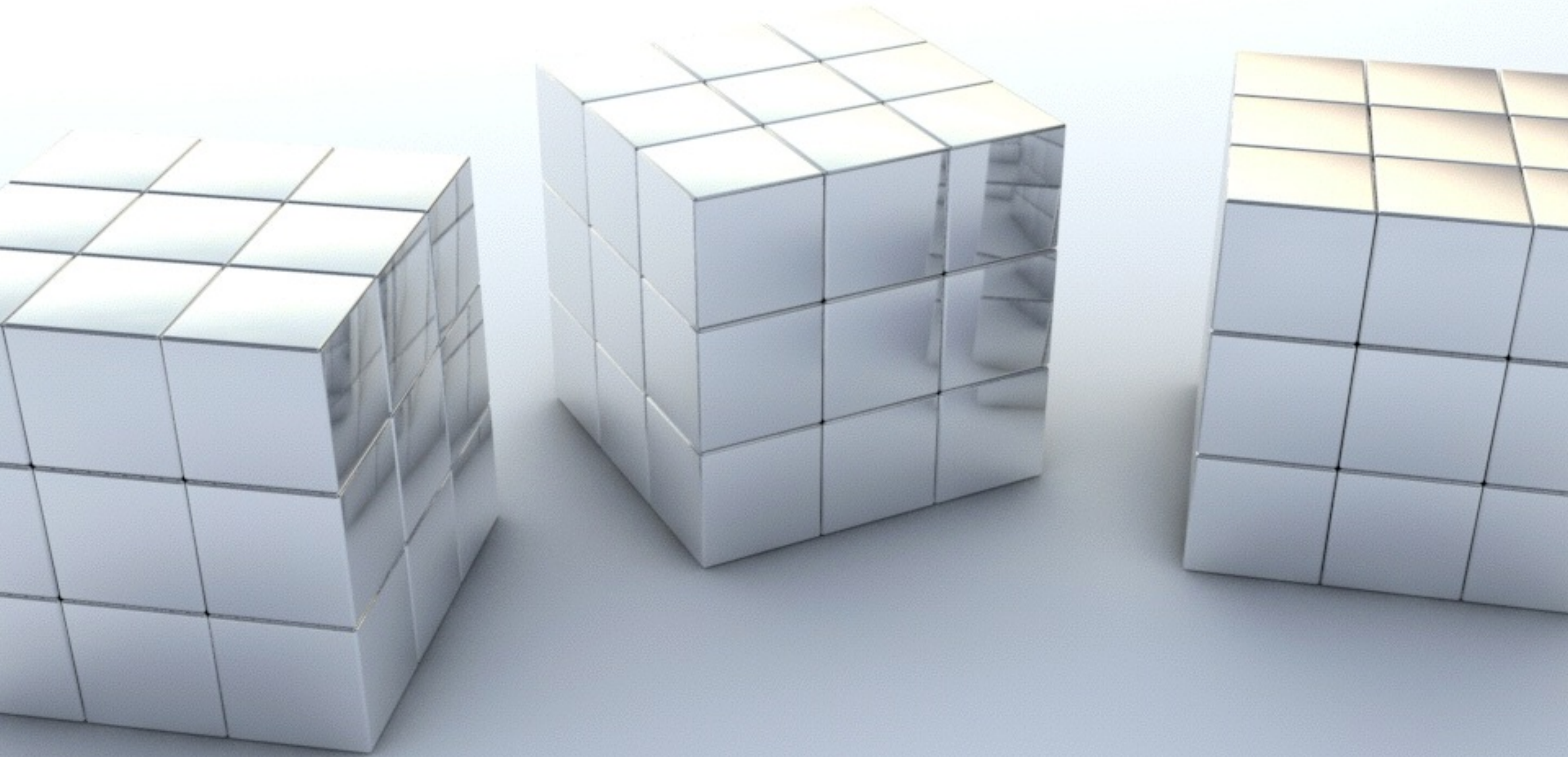
Focus on
Task-based Development

«Just do it!»



**«If all you have is a
hammer, ...**

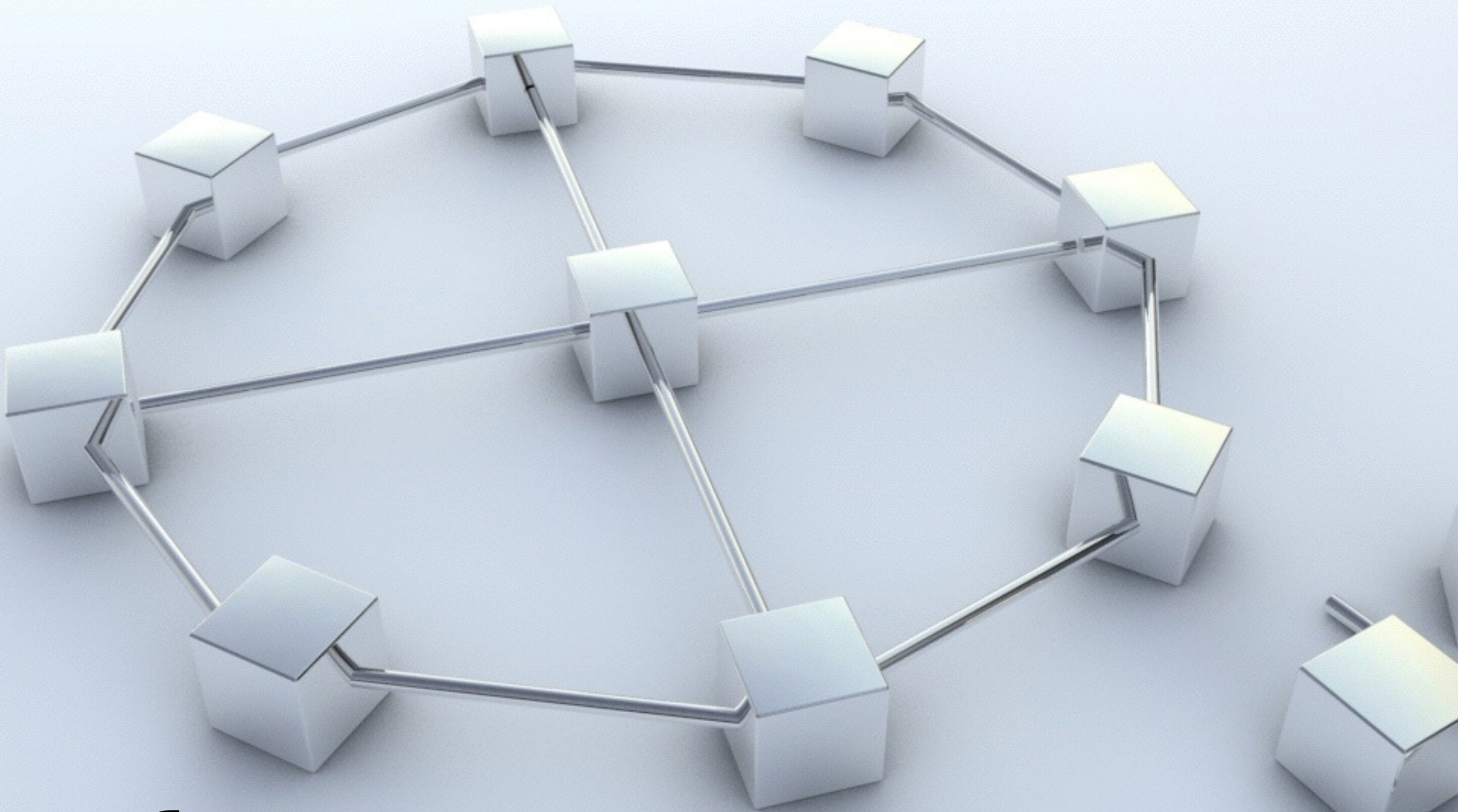
... everything looks like a nail»



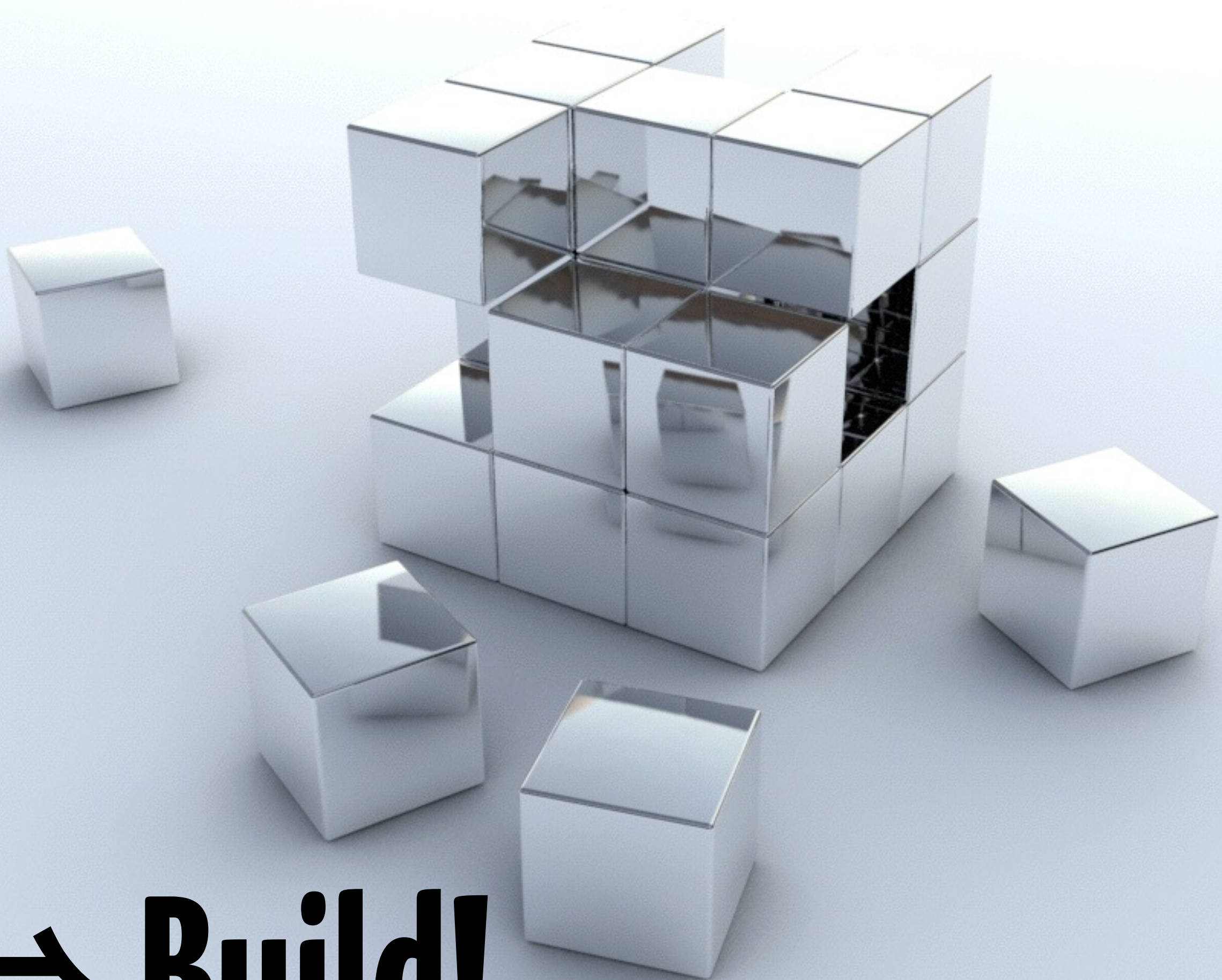
Achievements



Tasks



Release



⇒ **Build!**