

PM 36A
3-Days

Software Development in a PRINCE2 Environment

This course builds on the PRINCE2 Project Management methodology providing training for team members who are working within a PRINCE2 environment.

PRINCE2 projects require team members to clearly understand PRINCE2 responsibilities, processes and controls. This course provides this complementary training to ensure a smooth transition into PRINCE2-based software development for technical staff.

Attendees of this course will understand how a software lifecycle maps into the PRINCE2 project stages, understand how to define a PRINCE2-compatible build-strategy, how to provide realistic tolerance-estimations, how to develop a WBS plan and use the PRINCE2-based tolerances, reporting and escalation techniques to identify and manage risk and project progress. Attendees will understand the expectations of PRINCE2-trained Project Managers in the successful delivery of PRINCE2 projects. Core technologies addressed within the course include Use Cases, Test-techniques, Estimation techniques, Requirements Management, Acceptance Test, Inspections and Extreme programming techniques. Knowledge of PRINCE2 although useful, is not a prerequisite as a review of PRINCE2 is provided and the PRINCE2 method is the basis of the course structure.

The training is instructor-led, with extensive exercises and discussion sessions.

Attendees will receive extensive classroom materials, white papers and example project planning documents and estimation toolsets.

Course Objectives

The course covers:

- Project Business Objectives
- PRINCE2 overview
- Integrating an SDLC into PRINCE2
- Software lifecycles options
- PRINCE2 tolerances
- Team organisation
- Effective Requirements gathering and management
- Acceptance testing in PRINCE2
- Inspections and reviews
- Time management
- Quality Processes
- Configuration Control
- Risk Management
- Earned Value Analysis
- Monitoring Techniques
- Estimation calculations
- Project Planning / Critical Path and Critical Chain
- Project Tracking and Control
- Project Review and Closure

Audience

- Lead analyst / programmers
- Technical staff moving into a Prince project

Prerequisites

- Exposure to software development
- Familiarity with multi-person projects

Timetable

Register at 09:00 on day one for 09:30 start. 09:00 start on successive days. Finish at 17:00 each day.

Presentation Style

Lectures, demonstrations, exercises and group discussions.

Dates and Venues

Refer to *Course Schedules*.

Software Development in a PRINCE2 Environment

<p>Introduction to PRINCE2</p> <ul style="list-style-type: none"> 📁 Benefits of PRINCE2 📁 PRINCE2 Process Model 📁 Components 📁 Techniques 📁 PRINCE2 Stages - Management and Technical 📁 PRINCE2 Templates 📁 Managing WOW! <p>Software Development Lifecycles using PRINCE2</p> <ul style="list-style-type: none"> 📁 RAD 📁 Spiral 📁 Waterfall 📁 V-Model 📁 Extreme Programming 📁 RUP and PRINCE2 📁 DSDM and PRINCE2 📁 Mapping SDLC into PRINCE2 stages <p>Requirements Management</p> <ul style="list-style-type: none"> 📁 Business Case Development 📁 Good Requirements and how to get them 📁 Functional Requirements 📁 Non-functional Requirements 📁 Assumptions 📁 JAD, Use Cases Prototypes, Story Boards 📁 Prioritisation, MoSCoW Rules 📁 Bunching 📁 Change Control - Managing Changing Requirements 📁 Change Log <p>Organisation under PRINCE2</p> <ul style="list-style-type: none"> 📁 Organisation 📁 Project Board 📁 Roles 📁 Staffing 📁 Reporting Paths 	<p>Initiating a Project</p> <ul style="list-style-type: none"> 📁 The PID 📁 Team Approach to Decision Making 📁 Leadership 📁 Getting Buy-in <p>Quality in a Project Environment</p> <ul style="list-style-type: none"> 📁 PRINCE2 Quality Path 📁 Quality Processes 📁 Configuration Control 📁 Testing and Test Strategies 📁 Test Design and Automation 📁 Validation & Verification 📁 Designing Acceptance Tests 📁 Quality Review Technique <p>Management of Risk</p> <ul style="list-style-type: none"> 📁 Risk Analysis 📁 Risk Tolerance 📁 Risk Management 📁 Risk Log <p>Product-Based Planning</p> <ul style="list-style-type: none"> 📁 Product Based Planning 📁 Establishing a Project Lifecycle Mapping 📁 Resource Allocation and Scheduling 📁 PBS, Gantt and Pert Charts 📁 GIGO 📁 Task Planning 📁 Critical Chain 📁 Reports and Reporting 📁 Costing <p>Estimating the Task</p> <ul style="list-style-type: none"> 📁 Estimation techniques 📁 Analogue 📁 Delphi 📁 KLOCs 📁 Function Points 📁 CoComo 📁 "Been There- Done That" 📁 OO Estimation 	<p>Controlling a Stage + Managing Stage Boundaries</p> <ul style="list-style-type: none"> 📁 Base-lining Your Project 📁 Progress Monitoring 📁 Defining Tolerances 📁 Management by Exception 📁 Earned Value Analysis 📁 Critical Path Monitoring 📁 Time Management 📁 Monitoring Techniques 📁 Micro Milestones 📁 Time Boxing 📁 Daily Build and Smoke 📁 When to Re-plan 📁 Review and Rescheduling 📁 Recovery techniques <p>Completing Product Delivery</p> <ul style="list-style-type: none"> 📁 Workpackages 📁 Planning for Delivery 📁 Deployment Teams 📁 Cut-over Techniques and Planning 📁 Data Takeover 📁 Graceful Back-out 📁 Acceptance Testing Criteria 📁 Check pointing & Highlights <p>Closure</p> <ul style="list-style-type: none"> 📁 Handover 📁 Post Project Review <p>Key Topics Review</p> <ul style="list-style-type: none"> 📁 Elements of Planning and Control 📁 Requirements vs. Acceptance Tests 📁 Successful Delivery
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