

DELIVER BETTER

Nebulon Pty. Ltd.

Developers like it. With FDD, they know exactly what to work on and they get something new to work on every two weeks. With FDD, they get closure every two weeks.

Managers like it. With FDD, they know what to plan and how to establish meaningful milestones. They get the risk-reduction that comes from delivering frequent, tangible, working results. With FDD, they get real percentage numbers on progress, for example, being 57% complete and demonstrating to clients exactly where the project is at.

Clients like it. With FDD, they see plans with milestones that they understand. They see frequent results that they understand. And they know exactly how far along the project is at any point in time.



How To Deliver Better Software Using FDD

Certified FDD Workshop

Created by the inventor of FDD and co-author of the Color Modeling book - Jeff De Luca

Feature Driven Development is a proven-in-practice process for producing software applications. Rather than pretending to be "all new" or the latest "silver bullet," it is a blend of known best practices and techniques with only the things that really matter abstracted into its simple process descriptions.

Feature Driven Development is acclaimed for the way it speaks directly to the project client and keeps everyone focused on the frequent delivery of working tangible results.

It provides a way for project managers to reliably state how far along the project is and how far there is left to go.

This workshop brings all the required pieces together to run successful software projects using Feature Driven Development.

It covers the total project experience and is relevant to subject matter experts, business analysts, architects, programmers, and test leads. It directly addresses the needs of the leadership roles: Project Manager, Development Manager, and Chief Programmer.

You will learn how to kickoff a Feature Driven Development project and how to develop an overall model. You will learn how to create the project environment and continuously improve.

You will learn the processes and techniques used by FDD and how to run a Feature Driven Development project.

You will learn how to adapt Feature Driven Development. That is, how to implement using only some parts of it or mixing it with other techniques.

Because every client is different, rather than fixed interactions, we have a core base of materials plus instructors that are expert practitioners who fine-tune every session of the workshop in response to your needs. That means you get more of the discussions, Q&A, and learning that will make a difference to you.

Project Kickoff People and Teams

They say you only get one chance to make a first impression and your first FDD project day with the domain experts is a lot like that. This section teaches you key lessons learned from project kickoffs. That is, what are the things you need to do before performing FDD process 1 – Develop an Overall Model. You will learn a series of people and process facilitation techniques that you can use again and again in your own projects, plus get actual template presentations that you can customise and.

You will learn about the development cycle that all teams go through and how to facilitate moving your team through these stages of increasing productivity.

You will learn about establishing and practising ground rules that make your teams more effective and productive. You will learn a very simple and practical continuous process improvement technology.

You will learn about the key roles and responsibilities in working sessions and a model for making working sessions more effective, plus a technique for keeping working sessions focused. You will learn about the stages we go through when change is introduced and how to make change possible.



“Jeff is one of the most talented, business oriented consultants I have worked with. He will assist you to dramatically improve your software development processes.”

Peter McAlpine,
Country Manager Pacific Region,
Adobe Systems

After learning these people and process facilitation techniques in a “teach the teacher” format, this section will then take you through a worked example of an FDD “Develop an Overall Model” kickoff presentation. The actual presentations you would use with your assembled modeling team comprising domain experts, chief programmers and so on.

You will see how the knowledge gained previously is summarized and abstracted for your kickoff presenta-

tions and what other information is typically included.

This section will also take you through a worked example of a kickoff presentation for the development team on an FDD project. You will learn what messages are to be reinforced and the context we want to set before starting the project. Articulating what matters most and establishing the context are key lessons learned from the management of development teams.

The Overall Model Project Context

The “Archetypes in Color” form an archetypal domain shape that is domain neutral; that we can apply again and again across different domains.



Where Color Modeling Was Invented
Peter Coad (left) and Jeff De Luca (right) collaborating on models during a large project run by Jeff De Luca in Singapore, 1997.

This section will introduce you to the approach Jeff uses to Develop an Overall Model. You will learn about the analysis patterns (archetypes) that apply again and again across different domains and how they can be used like little building blocks, making it easier to assemble robust high-value models. You will learn how these building blocks themselves form a larger domain analysis pattern that can be used as the typical or prototype domain shape to guide you when you are modeling

You will learn the mental model for effective domain modeling. That is, how to approach it, what the roles are and how they interact in the process, and how to define scope and requirements. You will learn how the model is a depiction of the domain. You will learn how to test the model or test a requirement.

The goal of this section is not to teach all of object modeling or for you to become object modelers. The goal is to gain insights into the dynamics of the process, the nature of the discussions, and the important context it establishes for a project. These insights are gained by experiencing a cut-down version of the Develop an Overall Model process.

Project Environment Sharing Knowledge

You will learn about the principles and characteristics of open project management and the technologies used to implement this on FDD projects; collectively known as the Knowledge Management System. See how all project information is stored and linked for traceability and audit, and efficiency and efficacy.

Inside FDD How and Why

You will learn how to apply the most relevant practices from Feature Driven Development and how to avoid common mistakes. You will learn what a client-valued feature is and how to express a project as a categorized list of client-valued features. You will learn how the first three FDD processes form a project startup phase and how useful a risk reduction strategy that is for you and your clients, plus learn about important predictive metrics from the startup phase to help you size and cost the subsequent construction phase.

You will learn about feature milestones and how they solve that worldwide problem word for developers: “finished.” Plus you will learn how the milestones are used for amazingly accurate tracking and reporting that is meaningful to clients and keeps your project team better focused – as everything is expressed in the language of the domain rather than the technologies in use.

You will learn how in the construction phase, features are bundled into workpackages and collectively moved through the design and build processes. You will learn about scope or feature creep and how to manage it, plus where the accountability for estimating really lies.



“I can highly recommend the Feature Driven Development approach to projects. It provides many of the benefits of other agile approaches but has the rigor to support larger projects. The domain modeling workshops help business folk (a.k.a. domain experts) understand their role and helps technology folk get a much clearer idea of project scope.”

Rob Janson,
National Australia Bank

You will learn how the Features List and Parking Lot chart are used iteratively, and in collaboration with Chief Programmers, to establish the top-level hierarchy of the Features List and thus the Parking Lot Chart. This becomes the basis of your plan, your estimates, and becomes the way you will track and report your project. You will learn how to package for communicability and value. You will learn about other common project activities that can be run during the FDD startup phase.

You will learn when Interaction Design can be kicked off and how its output can be used, together with the model and the compiled code, for a very effective risk-reduction context. You will learn where to add tasks such as generating requirements documents, or gap documents, as artifacts required by existing processes in the organization. You will learn about the different kinds of architecture and where they are typically scheduled in the FDD startup phase.

How To Run Implementation Tips

Specific strategies and techniques in response to the most commonly asked questions by projects implementing FDD.



Features List and Parking Lot Chart
Adjusting business activities to create the best structure for communicating value.

You will learn about managing the project pipeline using KPIs and the weekly release meeting. You will learn how to collect the tracking data at the weekly release meeting, how to look out for common problem shapes regarding programmer status reporting, and when to challenge and change dates.

You will learn about the important data in an FDD project, where it comes from and how it flows through the project. You will learn a technique to use in the first part of the construction phase that focuses the programmers on the accountability aspect of being self-organised. You will learn what data to summarise and how to present it to top management and governance bodies (such as the project steering committee).

You will learn the importance of automation to successful projects, what things can be automated and how the build process can be used as a key component of project automation. You will learn how a feature oriented approach creates significant opportunities for integration with other tools and phases of the software development life-cycle.

You will learn how to handle new features. You will learn, by example, how changes are recorded and tracked and how they are integrated into the tracking and reporting system. You will learn how defects are handled along with the tracking and reporting system.

Finally, you will learn the abstractions above the FDD processes and how they and FDD can be adapted for different approaches and different needs.

Experience-Based Learning

Dynamic and Highly Interactive

Workshop Syllabus - This is a Two Day Workshop

Making Teams Successful

- Team development cycle
- Team norms
- Plus/Deltas
- Working sessions
- Straight talk
- Ratholes

Making Change Possible

- Naive change model
- Satir change model
- Strategies

Develop an Overall Model Kickoff - By Example

Development Team Kickoff - By Example

Domain Analysis Patterns Walkthrough

Develop an Overall Model - By Example

- Domain walkthroughs
- Model in teams
- Present and merge models
- Testing the model
- Model notes
- Output snapshot

Open Project Management and the KMS

- Open project management characteristics
- Components of the KMS
- Knowledge Management System examples

Inside FDD

- Positioning
- What is the system we are building?
- What is a feature?
- The initial processes
- Class owners and feature teams
- The startup phase
- The engine-room processes
- Milestones

"FDD delivers in three ways. It broadens perspective, it gives traction, and it leads to shared dialogue."

**Chris Smyth, CENCAT,
Australian Department of Defence**

The weekly release meeting

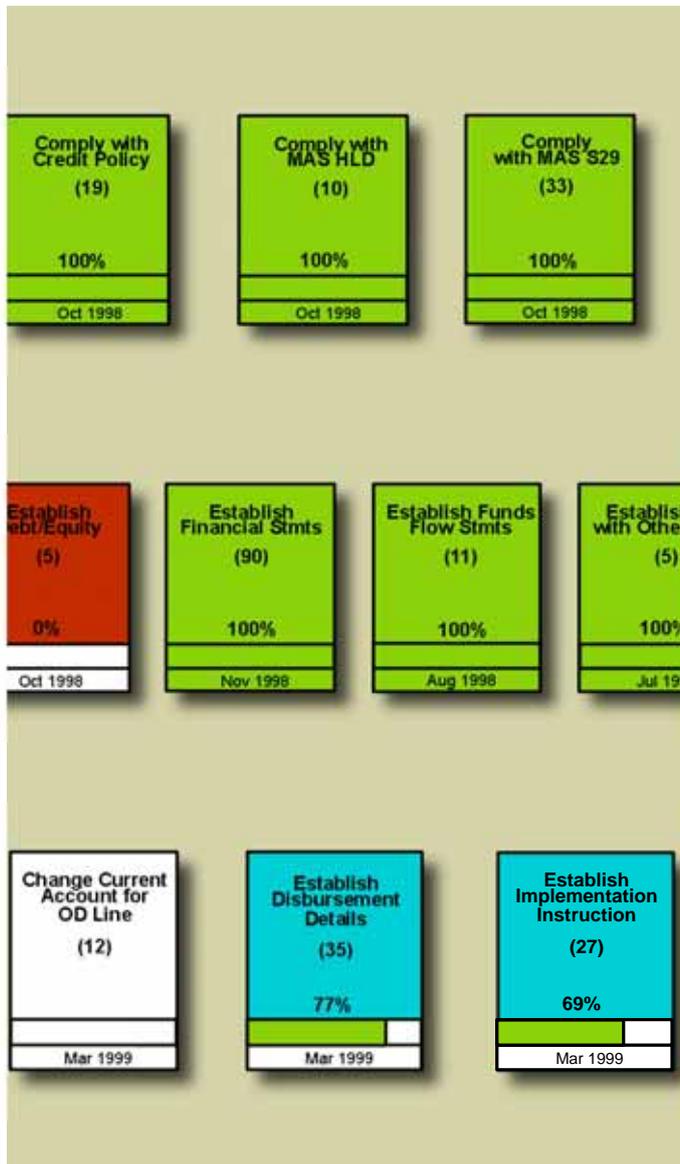
- Tracking and reporting
- Chief programmer workpackages
- The workflow in an FDD project
- How to scale with conceptual integrity
- Accountability for estimating

How to Run an FDD Project

- Creating the parking lot chart
- Other startup phase activities
- Interaction Design
- Documentation
- Architecture
- Managing using KPIs
- Managing the project pipeline
- Collecting tracking data
- Real-time data vs. publishing snapshots
- Workpackages as a data source
- Kill sheets
- How to present to top management
- Integrating other SDLC tools and phases
- New features - changes - By Example
- Defects
- Adapting FDD
- The project management experience

Learn By Example
Experienced instructors that are practitioners; not junior announcers.





"I have watched Jeff's drive and ability transform a large, complex software development project from total failure to astonishing success. Jeff combines formidable leadership skills with outstanding technical ability, experience and insight. He is passionate about quality and offended by mediocrity. I have not worked with a better software development consultant."

Stephen Palmer, Borland, author of "A Practical Guide to Feature Driven Development"

Package: AA007-010

Features

ID	Walkthru		Design		Design Review		Development		Code Inspection		Promote To Build	
	Planned	Actual	Planned	Actual	Planned	Actual	Planned	Actual	Planned	Actual	Planned	Actual
AA007	19/3/1998	7/5/1998	7/5/1998	7/5/1998	14/5/1998	15/5/1998	18/5/1998	21/5/1998	20/5/1998	26/5/1998	22/5/1998	26/5/1998
AA008	19/3/1998	7/5/1998	7/5/1998	7/5/1998	14/5/1998	15/5/1998	18/5/1998	21/5/1998	20/5/1998	26/5/1998	22/5/1998	26/5/1998
AA009	19/3/1998	7/5/1998	7/5/1998	7/5/1998	14/5/1998	15/5/1998	18/5/1998	21/5/1998	20/5/1998	26/5/1998	22/5/1998	26/5/1998
AA010	19/3/1998	7/5/1998	7/5/1998	7/5/1998	14/5/1998	15/5/1998	18/5/1998	21/5/1998	20/5/1998	26/5/1998	22/5/1998	26/5/1998

Classes and owners

ID	Name	Owner	Java Package	Promoted Version
1049	UApplicationForLines	Tan Ju-Lia	uob.cls.pd.afj	23
1058	UApprovalRequest	Ng Seng Chang	uob.cls.pd.approval	15
1171	UCLUser	Yow Sai Cheong	uob.cls.pd.uoborg	32
1172	UCLUserAuthorization	Yow Sai Cheong	uob.cls.pd.uoborg	4
1174	UMOAssignment	Yow Sai Cheong	uob.cls.pd.uoborg	8
1345	UMOCode	Yow Sai Cheong	uob.cls.pd.uoborg	2

Domain Walkthru Minutes

1987	AA007-10 Domain Walkthru Notes
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Requirement Change Request and Clarification Memos

Just The Facts Frequently Asked Questions

Attendees: Who and How Many?

The workshop is relevant to most roles from the software development life-cycle. In particular subject matter experts, business analysts, architects, programmers, and test leads. It directly addresses the needs of the leadership roles: Project Manager, Development Manager, and Chief Programmer.

The minimum number of attendees is six. There is no maximum number of attendees; the class works well at large sizes.

What Type Of Room Is Best?

All private workshops are run at your location. The room should not be a typical classroom or training room layout. That is, you don't want fixed rows of desks.

A long conference table in the middle of the room works well, as do tables organised in a "U" shape. Good natural lighting is ideal.

What Equipment Is Needed?

Attendees do not require a computer of any kind. The modeling labs are done with Post-It Notes, flip-chart paper, markers, masking tape, and a soft toy! Contact us for the details of these items and their amounts based on the size of your workshop.

How To Book

E-mail Susan Brown susanb@nebulon.com

Or visit www.nebulon.com for more details including contact information.