



# From Inception to Elaboration

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Chapter 8

Applying UML and Patterns

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# Objectives

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- Elaboration is the initial series of iterations during which the team does the following
    - Serious investigation
    - Discover & stabilize major requirements
    - Mitigate/retire risks ( business value )
    - Build core architecture elements
    - Estimate overall schedule and resources
    - Establish a supporting environment
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# Inception Checkpoint

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- Brief & incomplete artifacts
  - Quick phase
  - Shallow investigation
  - Determine basic feasibility, risk & scope
  - Decide if project is worthwhile
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# Inception - Artifacts and Activities



- Requirements workshop
- Name actors, goals, use cases
- Keep use cases brief
- Identify most risky & influential quality requirements
- First version of Supplementary Specification and vision

# Inception - Artifacts and Activities ( 2 )



- Risk list
- Technical feasibility
- UI oriented prototypes
- Buy/build/reuse components
- High-level candidate architecture
- Plan first iteration
- Candidate tools list



# Elaboration - Key Ideas

- Not a waterfall model !
- Two to six weeks for each iteration
- Timeboxed iterations
- Each iteration ends in a stable and tested release

# Architecture Prototype/Baseline



- Not a partial system
- Evolutionary prototype
- Don't create throw-away prototypes
- Production subset of final system
- Also called Executable Architecture



# Best Practices

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- Start programming early
  - Adapt based on feedback
  - Design, implement and test adaptively
  - Test early and realistically
  - Requirements and use case details through series of workshops
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# Architecturally Significant Features



- Wide and shallow design
- Refine inter-module interfaces
- Integrate existing components
- Simple scenarios



# Essential Activities

- Define, validate and baseline Architecture
- Refine Vision
- Create and baseline detailed iteration plans for Construction Phase
- Refine development case and proper development environment
- Refine Architecture and select components



# Rank Criteria

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- Risk
  - Coverage
  - Criticality
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# Ranking

- Rank work across iterations
- High ranking scenarios in early ranking
- Rank adaptively



# UP Artifacts

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- Iteration Plan
  - Change Request
  - Software Development Plan
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# Iteration 1 Requirements

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- Implement basic key scenario
  - Start-Up use case
  - KISS
  - No external collaboration
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# Incremental Development

- Handle requirements across iterations
- Varying features over iterations
- Complete short, simple use cases in single iteration

# Artifacts starting in Elaboration



- Domain Model
- Design Model
- Software Architecture Document
- Data Model
- Test Model
- Implementation Model
- Use-Case Storyboards and UI Prototypes





# Inception and Elaboration

- Main output is a stable software architecture, that enables quality planning of Construction and Deployment
- 15 to 25 percent of total project cost

# Lifecycle Architecture Milestone



- Stable product vision and requirements
- Stable architecture
- Proven approaches for test and evaluation
- Major risks addressed
- Sufficient detail & feasibility for iteration plans of construction phase
- Stakeholders agree to current vision
- Actual Vs planned expenditure acceptable

# You didn't Understand Elaboration When ...



- No Timeboxed schedule
- Single Iteration
- Most requirements already defined
- No Risk mitigation/resolution
- No Executable Architecture
- Requirements Phase
- Attempt full and careful design

# You didn't Understand Elaboration When (2)...



- Minimal feedback and adaptation
- No early and realistic testing
- Frozen Architecture
- No Proof-of-concept programming
- No multiple requirements workshops



# References

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