CS577a Fall 2009
Updated WinWin Report
Due Wednesday 11/18 @11:59pm (15 points)
Contact person: DEN discussion board

Submission:
Please post soft copy on your team website under Foundations (phase)

- Printable version of updated winwin report
- Summary of updating winwin results
- File name convention:
  - WinWinReport_Foundation_F09_Teamxx.html
  - WinWinReportUpdateSummary_Foundation_F09_Teamxx.doc

Part 1: Generate Report and Summarize updating WinWin results

WinWin report is automatically generated based upon the content in the WikiWinWin tool. To get printable version of the report, select “Reports” from left bar -> Foundation Phase -> click “Printable”

Sections in the report:
- Stakeholders
- Win conditions
- Issues and options
- Agreements with priority
- Glossary

Incorporate feedbacks from graded winwin report and FCR ARB as appropriate in the WinWin negotiation. As you evolving project artifacts, you must continue evolving winwin results as well. There should be no deviation between winwin agreements and project artifacts, such as requirements, architecture, and test cases. You may need to add new win conditions and issues, elaborate existing win conditions. WinWin agreements must be elaborated to meet the foundation phase criteria (http://greenbay.usc.edu/IICMSw/index.htm#practice.mgmt.sys_sw_reqmt_dev.base/guidances/guidelines/ssrd_completion_criteria_2625B4AB.html). Use tables to summarize updating winwin results in the wiki tool.

<table>
<thead>
<tr>
<th>Win conditions</th>
<th>New/ Dropped / Modified</th>
<th>Rationale</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Issues</th>
<th>New/ Resolved</th>
<th>Options</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Part 2: Role-play to prioritize agreements

To help you better understand stakeholders’ value priorities, you will do a role-play for this assignment. You will prioritize/re-prioritize all the winwin agreements for your project.

Step 1: Identify Roles

For each of the following stakeholders, the team must identify one developer to role-play:

- Client
- Maintainer
- User

The role assignment should be based on who best understands what type of stakeholder. We recommend having the following developers to do the role-play. You can adopt this suggestion according to your team’s situation.

<table>
<thead>
<tr>
<th>Project Role</th>
<th>Role-play</th>
<th>Rationale</th>
</tr>
</thead>
<tbody>
<tr>
<td>Operational Concept Engineer</td>
<td>User</td>
<td>familiar with the operational scenarios</td>
</tr>
<tr>
<td>Requirements Engineer, Shaper</td>
<td>Client</td>
<td>understand client’s win conditions well</td>
</tr>
<tr>
<td>Prototyper, II&amp;V</td>
<td>Maintainer</td>
<td>Test cases, quality management</td>
</tr>
</tbody>
</table>

- (Shaper) Go to “StakeholderRoleMapping” page in the wiki tool, identify the corresponding role-players and indicate in the “Role play” column what role he/she will be playing.
Step 2: (Shaper) update winwin agreements table

- Select “Prioritization” from left bar -> click on “WinWin Agreements”
- On the “WinWinAgreements” page, edit the Agreements table with the updated agreements and mapping to win conditions & options
  - Do NOT re-number all the agreement IDs. If an agreement gets dropped, just delete the row from the table and skip the agreement ID. If there are new agreements, append new rows to the table, agreement IDs should continue from the last assigned number.
  - The “Priority Category” column should be blank
  - The version of winwin agreements at valuation phase is not lost. It can be retrieved from the winwin report (valuation phase)

Step 3: prioritize agreements based on the roles

3.1 Prioritize business importance

Who:
- Your client is expected to prioritize business importance on his/her own.

- For the developer who role-plays client, you must prioritize from your client’s perspective. A few examples you might consider:
  - Deliver the system on time, within budget
  - Functional requirements are correctly implemented
  - Interoperable with existing system
  - Support for training
  - Have the right people/ resources available for the job
  - …

- For the developer who role-plays maintainer, you must think about the importance in terms of if you were working for the client organization and would be maintaining the proposed system. A few examples you might consider:
  - Requirements handle user requests, security operations, backup
  - How is the software structured, patched, and documented
Training, data migration

- Easy to modify and evolve
- Whether a requirement may cause problems in terms of maintenance
- If a requirement is too complex, as a consequence, the risk of failure might be high

- ...  

For the developer who role-plays user, you should prioritize from the user’s perspective. For example:

- The various usage scenarios
- Relevant training and user manual
- User interface
- Error message
- ....

Scale:

1-Not Worth Having, 3-Want to Have, 5-Could Have, 7-Should Have, 9-Must Have

(Interpolate even numbers is OK)

How:

- (Shaper) modify SurveyImportanceTemplate (Select “Templates” from left bar)
  - Copy and paste agreements (Identifier, description) from “WinWinAgreements” page to each SurveyImportanceTemplate (same instruction as last assignment)

- (Shaper) For each of the above stakeholders, create a new page based on SurveyImportanceTemplate
  - Page name: UpdatedSurveyPageClient, UpdatedSurveyPageRolePlayClient, UpdatedSurveyPageRolePlayUser, UpdatedSurveyPageRolePlayMaintainer
  - Do not overwrite the existing prioritization pages
Prioritize Agreements

Criteria:
Two rating criteria: importance, ease of implementation; each on a scale of 1 to 9. Importance shows the relevance of an agreement to project/organization success. Ease of Implementation indicates perceived technical constraints implementing an agreement.

Importance: 1-Not Worth Having, 3-Want to Have, 5-Could Have, 7-Should Have, 9-Must Have
Ease of Implementation: 1-Most Difficult, 3-Difficult, 5-Neutral (Neither Difficult nor Easy), 7-Easy, 9-Easiest

Priority categories:

<table>
<thead>
<tr>
<th>Importance &lt;5</th>
<th>Importance &gt;=5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ease of Implementation &gt;5</td>
<td>Maybe later (MLR)</td>
</tr>
<tr>
<td>Ease of Implementation &lt;=5</td>
<td>Forget them (FGT)</td>
</tr>
</tbody>
</table>

Prioritization:
Client, user, and maintainer prioritize in terms of importance; development team prioritize in terms of ease of implementation. At the end, shaper will collect rating results from each stakeholder class and summarize into priority categories.

- WinWin Agreements
- Valuation Phase:
  - SurveyPageForClient
  - SurveyPageForDevTeam
- Foundation Phase:
  - UpdatedSurveyPageClient
  - UpdatedSurveyPageRolePlayClient
  - UpdatedSurveyPageRolePlayUser
  - UpdatedSurveyPageRolePlayMaintainer
  - UpdatedSurveyPageDevTeam

- Stakeholder rate on the importance, must provide rationale for each rating
- If you feel a requirement has no direct impact to your role, do not rate it, note as “N/R”. An example, a user may choose not to rate on a particular tool/language requirement.
- You should not simply rate all the agreements at the same level, e.g. all rated “Must Have”. When giving a rating, you should consider the following:
  - Whether this is a core function: a basic function that a system must have. e.g. user administration is a must have function for most of the projects
  - Whether this function depends on any other functions: if a function is rated highly, the functions that it is dependent on should be at least that high.

3.2 Prioritize ease of implementation

Who:
- Other team members (exclude the above role-players), prioritize from developer’s perspective.

Scale:
1-Most Difficult, 3-Difficult, 5-Neutral (Neither Difficult nor Easy), 7-Easy, 9-Easiest
(Interpolate even numbers is OK)

How:
- (Shaper) modify SurveyEaseOfImplementation Template (Select “Templates” from left bar)
Copy and paste agreements (Identifier, description) from “WinWinAgreements” page to each SurveyEaseOfImplementation Template (same instruction as last assignment)

- (Shaper) create a new page based on the template for “prioritizing ease of implementation”
  - Page name: UpdatedSurveyPageDevTeam
  - Do not overwrite the existing prioritization pages

- Developers rate on ease of implementation, discuss and get consensus within team first, must provide rationale for each rating
- You should not simply rate all the agreements at the same level of difficulty.

Step 4: Categorize agreements

- (Shaper) categorize agreements into four categories based on real-client and dev team’s ratings.

<table>
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<th>Importance &lt;5</th>
<th>Importance &gt;=5</th>
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<td>Ease of Implementation &lt;=5</td>
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</table>

- (Shaper) update “Priority Category” on WinWin agreements table
  - Select “Prioritization” from left bar -> click on “WinWin Agreements”
  - On the “WinWinAgreements” page, edit the Agreements table to update priority category