

Register Progress



Español



Entries

- Story Tasks version X



Exit

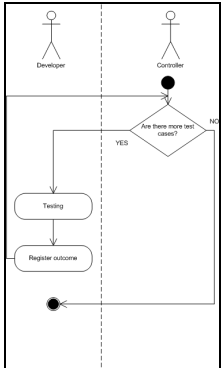
- Story Tasks version X (Indicators of Progress / Monitoring Report)



Solution

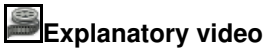


Process



Development time

- ◆ To acquire the necessary knowledge to develop the software product:
- ◆ To create the Product Pattern: 45 minutes.
- ◆ To apply the Product Pattern:



Explanatory video

- ◆ Not applicable



Related Patterns

- [Generate Code Pattern](#)
- [Recovery Tasks Pattern](#)
- [Writing Functional Tests Pattern](#)



Quality Controllers

- None



Templates

- Tareas_Historias_Ver_X.doc



Support Tools

- It will need a text editor such as [OpenOffice Writer](#) o [Microsoft Word](#).
- As well as a tool [Visual Paradigm for UML](#) for performing exposed diagrams.



Initial Context

This product can be used in any project to be recorded programmers progress in implementing of the tasks they were assigned.



Result Context

The controller gets a clear view of the state of development of that version.



Problem

The controller must establish appropriate metrics for recording the progress of each developer.



Restrictions (*Forces*)

- **Characteristics of organizations:** This pattern can be used in existing projects in any company.
- **System Type to develop:** This product can be used in projects in which user requirements are changing.
- **Type of Customer:** It must exist or be achieved, the target area development business being involved in achieving it.
- **Heuristics for use:** If you need urgent application or dispose of some of its functionality.



Roles

- Controller (1)



Lessons Learned

- The controller must draw conclusions following the collection of information to offer the project manager a state of development. Monitoring reports should be performed periodically to have control over the development.
- The controller asks each developer how much time has been devoted to each of its tasks and how much he has left to complete.
- The document Story Tasks version X contains tasks related with the technical field about the record of that version. In the output, the field responsible completion of each task must be filled, as well as the "time spent on task" and "time remaining to complete".



Capability Level

- Not applicable.



Basic Knowledge and Skills



Knowledge

- Knowledge of coding standard that defines the shared code ownership and the rules for writing and documenting code and communication between different pieces of code developed by different teams. Programmers have to follow the so that the code in the system look like if it had been written by one person.
- Knowledge of the common vision of how the program in which the activities take place works.
- You must have a global knowledge of the system and team work to make a good stage of development report.



Abilities

- Ability to work in group. All on an XP computer contribute in any way they can.
- Predicting what will be completed by the deadline, and determining what to do next.
- Programming capability in pairs. Besides to generate better code and tests, used to communicate knowledge through teams.



Information Resources

- Álvarez, José R. y Arias Manuel. Método Extreme programming. Recuperado el 2010-03-05 de <http://www.ia.uned.es/ia/asignaturas/adms/GuiaDidADMS/node61.html>
 - Anaya Villegas, Adrian. A proposito de programación extrema XP (extreme Programming). Recuperado el 2010-02-10 de <http://www.monografias.com>
 - Beck, K. (2000), Una explicación de la programación extrema. Aceptar el cambio. Ed. Addison Wesley.
 - De Seta, Leonardo. Una introducción a Extreme Programming. Recuperado el 2010-03-02 de <http://www.dosideas.com/noticias/metodologias/822-una-introduccion-a-extreme-programming.html>
 - Extreme Programming: A gentle introduction. Recuperado el 2010-03-15 de <http://www.extremeprogramming.org/>
 - Joskowicz, José. Reglas y prácticas en Xtreme Programming. Recuperado el 2010-03-15 de <http://iie.fing.edu.uy/~josej/docs/XP%20-%20Jose%20Joskowicz.pdf>
 - Letelier, Patricio y Panadés M^º Carmen. Metodologías Ágiles en el desarrollo de software: extreme programming. Recuperado el 2010-03-15 de <http://www.willydev.net/descargas/masyxp.pdf>
 - Newkirk, James y Martin, Robert C. (2001), La programación Extrema en la Práctica. Ed Addison Wesley.
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