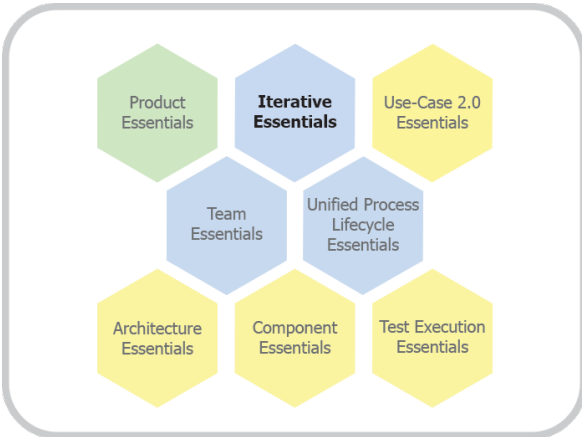# Iterative Essentials
Part of the IJI Essential Unified Process Practice Pack

The Essential Unified Process (EssUP) focuses on the essentials to provide a pre-built assembly of eight easy-to-use practices that can be mixed and matched and used in different circumstances – all of them compatible with agile values and thinking. Use-case driven, iterative, component-based and architecturally-centric the practices provide an extensible framework for the addition of further practices.
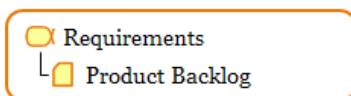
Practice Overview

A way to help software development teams reduce risk and cost, manage change, improve productivity and deliver more effective, timely solutions. Use this practice to place people at the heart of the software development process rather than tools and rules.
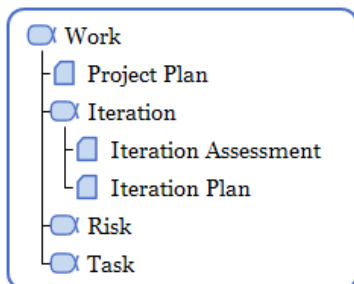
This practice allows the team to:

- Collaboratively and objectively plan, execute and track the endeavor.
- More effectively manage time, quality and cost expectations and to be agile in response to change.
- Demonstrate working software early in the project and gather important feedback from customers and users.
- Deliver higher quality, more appropriate solutions, more frequently.
- Have an operational system available early in the project that incrementally grows to become the completed system.
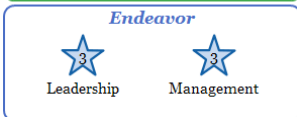
Things to Work With

This practice involves the production of a number of management related elements:

- A Product Backlog is populated with changes, bugs, and other tasks representing the work to be done.
- The Project Plan identifies the number of iterations to be performed and a broad outline of what each will aim to achieve.
- The plans and iterations are driven by the Risks facing the project.
- Iteration plans and assessments are produced to capture the intent and result of each iteration.

Creating winning teams.

Key Competencies

Customer

Stakeholder
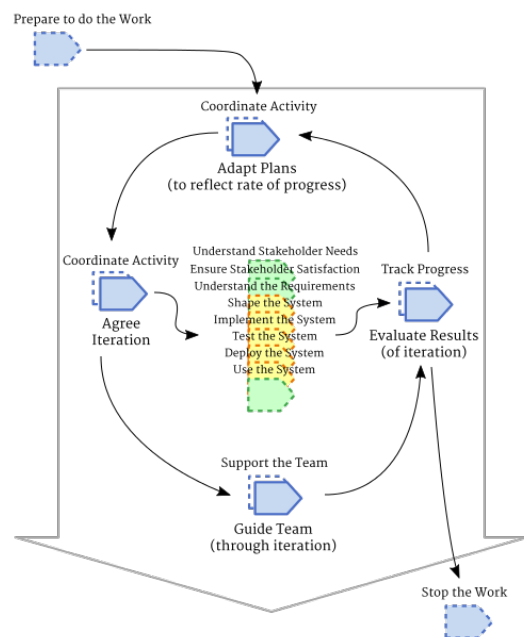Representation

Endeavor

Leadership   Management

This practice requires the team to be skilled in leadership, planning and stakeholder interaction.

Even if this practice is only about leading the development effort, it still requires the team to have the skills in place to create high quality, working software within the short time-boxes defined by the iterations.
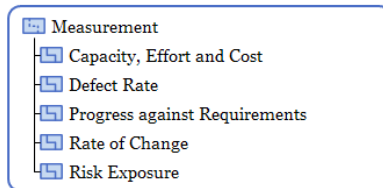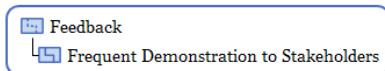
Things to Do

The practice starts by adapting existing project plans to integrate iterations into the development approach.

Objectives, evaluation criteria and work for the first iteration are agreed. The practice then guides the team through the iteration where they apply other practices to achieve the iteration's objectives. At the end of the iteration time-box, the results are evaluated and used to help adapt the plans to the reality of development and agree the next iteration. This sequence is continued for each additional iteration until, after the results of the final iteration are evaluated, development is concluded.

Prepare to do the Work

Coordinate Activity

Adapt Plans
(to reflect rate of progress)

Coordinate Activity

Understand Stakeholder Needs
Ensure Stakeholder Satisfaction
Understand the Requirements
Shape the System
Implement the System
Test the System
Deploy the System
Use the System

Track Progress

Agree
Iteration

Evaluate Results
(of iteration)

Support the Team

Guide Team
(through iteration)

Stop the Work

Patterns

Endeavor

Feedback
    Frequent Demonstration to Stakeholders

Measurement
    Capacity, Effort and Cost
    Defect Rate
    Progress against Requirements
    Rate of Change
    Risk Exposure

The practice provides a series of patterns that help the team to effectively measure the project's progress.

Creating winning teams.

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