



IBM Software Group | Rational software

IBM Rational Team Concert V1.0

Managing work items and iteration plans in team area hierarchy



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This module will cover managing work items and iteration plans in team area hierarchy for IBM Rational® Team Concert™ versions 1.0 and higher.

Goals

- To understand the mechanism to manage work items and iteration plans among team area hierarchies



The goal of this module is to understand the mechanism to manage work items and iteration plans among Team Area hierarchies.

Agenda

- Overview of the project area and other artifacts
- Define team area hierarchy
- Define iteration plans among team area hierarchy
- Define work item categories and associate them to different team areas
- Assign work items to different levels of iteration plans

This module covers five topics. First it gives an overview of the project area and other artifacts. It then defines the team area hierarchy, the iteration plans among the team area hierarchy, and the work item categories. Finally, it covers assigning work items to different levels of iteration plans. When you complete this module you will be able to manage you work items and iteration plans in a team area hierarchy.

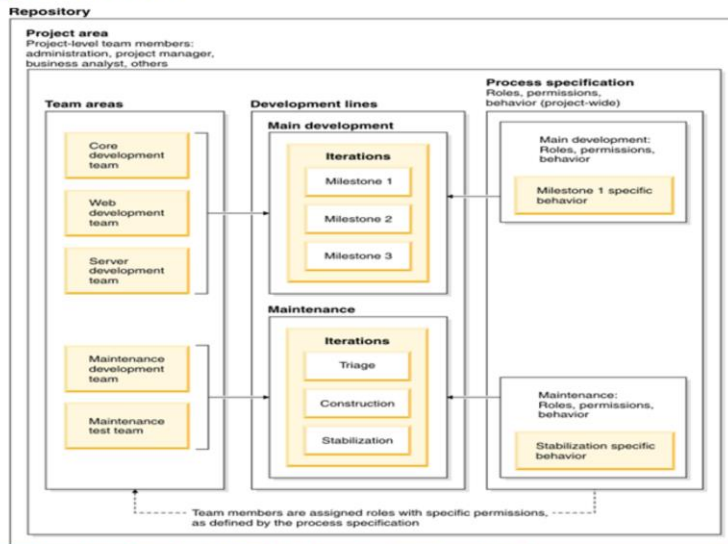
Overview of the project area and other artifacts

- The project area is the system's representation of a software project. The project area defines the project deliverables, team structure, process, and schedule.
- A project area is stored as a top-level or root item in a repository.
- The structure of the project teams is defined by a hierarchy of team areas.
- A development line represents an area of activity within a project that typically has its own schedule, deliverables, teams, and process.
- Projects are organized into a series of development periods called iterations.
- Each development line contains a hierarchy of iterations which can define start and end dates.
- An iteration plan can be created to manage work items within the context of a iteration.



A project area is the system's representation of a software project. It includes many project related artifacts. The artifacts covered in this module are team area, development line, iteration, iteration plan and work item. Connecting these artifacts together helps to define your project deliverables, team structure, process, and schedule.

An example project area that defines team areas, development lines, iterations, and process configurations



Here is a high-level diagram to show you an example project area that defines team areas, development lines, iterations, and process configurations.

Define a team area hierarchy

- When you create a new project area, by default, a team area is created automatically.
- You can create many new team areas under the same project area.
- You can also create a sub team area for an existing team area. By doing so, you are defining a team area hierarchy.



This slide covers the creation of team areas, and how a team area hierarchy can be defined and constructed. When you construct a new project area, by default, a team area is created for you automatically. You can then create team areas using the Rational Team Concert Web UI, or the eclipse client, and create a sub team area for an existing team. All of the demonstrations covered in this module use the Rational Team Concert eclipse client.

Example: Creating a team area hierarchy



To watch a demonstration of this topic, pause this presentation and click the “Show Me” icon.

Define iteration plans among team area hierarchy

- Iterations are tied to a development line.
- Iteration plans, though created for iterations, are in fact tied to team areas
- Therefore, you can create different iteration plans for the same iteration, but under different team areas



This slide explains how development lines, iterations and iteration plans work together. The next slide contains a demonstration of how to create iteration plans.

Example: Creating iteration plans for a team area hierarchy



To watch a demonstration of this topic, pause this presentation and click the “Show Me” icon.

Define work item categories

- Custom defined work item categories can be added through the “Project Area” editor
- Any work item category can be associated or re-associated to a team area



Next you will define work item categories. The next slide contains a demonstration of how to create new work item categories, and associate them with different team areas.

Example: Defining work item categories and associating with team areas responsible for these categories



To watch a demonstration of this topic, pause this presentation and click the “Show Me” icon.

Assign work items to iteration plans

- Work items can be assigned to a iteration plan by either
- Drag a work item to an iteration plan,
or
- Select a category associated with the target iteration plan



This slide shows you how to assign work items to different iteration plans. Basically, there are two ways to assign a work item to an iteration plan: drag and drop it to a plan, or select a category that is associated with the plan. Because iteration plans are tied to team areas, by assigning work items to different levels of iteration plans, you are assigning work items to different teams in your team area hierarchy.

Example: Assigning work items to different iteration plans using drag-and-drop or selecting categories



To watch a demonstration of this topic, pause this presentation and click the “Show Me” icon.

Summary

- This module has shown:
 - ▶ An overview of project area and other project related artifacts
 - ▶ How to define a team area hierarchy
 - ▶ How to create iteration plans for the team area hierarchy
 - ▶ How to create new work item categories and associate them to different team areas
 - ▶ How to assign work items to different levels of Iteration Plans

Here is a summary of what has been covered in this module. First it gave an overview of the project area and other project related artifacts. It then showed you how to define the team area hierarchy, the iteration plans among the team area hierarchy, and the work item categories. Finally, it covered assigning work items to different levels of iteration plans. Now you should be able to manage you work items and iteration plans in a team area hierarchy.

Additional resources

■ Additional training resources

- ▶ Tutorial: Get started with Rational Team Concert:

https://jazz.net/help/rational-team-concert/1.0.1/index.jsp?topic=/com.ibm.team.concert/tutorial.doc/topics/tut_rtc_abstract.html

- ▶ How to use the Scrum project management method with IBM Rational Team Concert and the Jazz™ platform:

http://www.ibm.com/developerworks/rational/library/08/0701_ellingsworth/

- ▶ Other articles about Rational Team Concert on jazz.net:

<https://jazz.net/learn/articles.jsp>

■ Additional resources on ibm.com

- ▶ Link to software page:

<http://www.ibm.com/developerworks/rational/products/rtc/>

- ▶ Link to support page:

http://www.ibm.com/software/awdtools/rtc/support/?S_TACT=105AGX15&S_CMP=LP



Additional resources can be found on Jazz.net, Developerworks and the Rational Team Concert support page.

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