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Open System Engineering Environment (OSEE)

Action Tracking System (ATS)



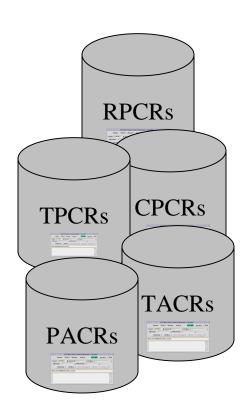
Goal

Create a powerful and tightly integrated tracking system within OSEE to manage changes throughout the different aspects of a program's lifecycle while ensuring integrated and automated workflow, processes and traceability.



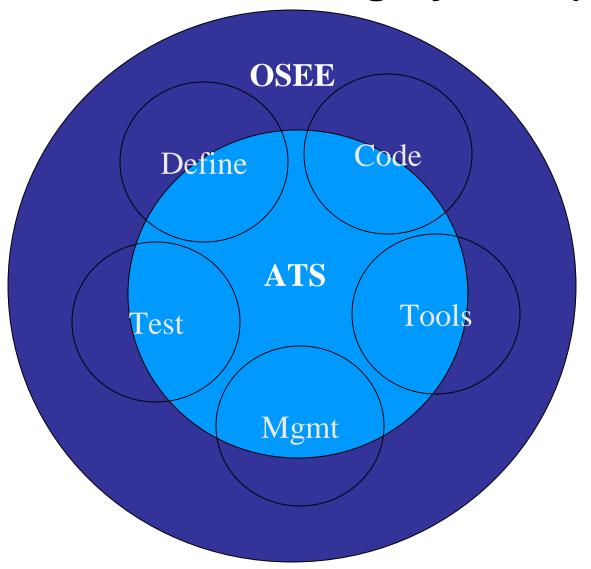
Legacy Change Tracking

- Different tracking systems
- Different repositories
- Different GUIs
- Developed in multiple different languages
- Disconnected development teams
- Duplicating "common" data
- Manual to No Traceability
- Metrics difficult to capture and use
- No common "My World" view
- Single point of failure for resolving tool problems





OSEE Action Tracking System (ATS)

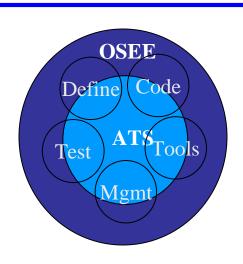




OSEE ATS

Tight Integration

- Actions viewing and editing are tied directly into the OSEE workbench
- Duplication errors are minimized as items are automatically linked and data is shared
- Drag/Drop capabilities built into ATS
- Bug Icon allows quick Action creation against any OSEE integrated tool
- Popup Menus (Java editor) give access to ATS while in any aspect
- Decreased tool/process development/maintenance cost





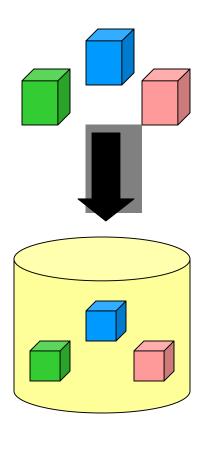
Open System Engineering Environment Architecture

Third-Party	Java/C/C++/Ada Dev	Backup/Restore	Multi Configuration	Project Mgmt/Planning	Building/Releasing	Team Config	Workflow Config	Metrics	Rich Traceability	Process Mgmt	Document Mgmt	Requirement Mgmt	Visualization	Blam Operations	Rules Framework	Publishing	Reporting	Messaging	Results Analyzer	Real Time Testing	Unit Testing	Reporting	Security	Task Scheduling	Database Analyzer	Training Services	Exemplary Applications
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nsic		OSEE Application Framework															_										
ons and Legacy				1	Modeling Project	Web Tools Platform	Nebula	BIRT	TPTP	Mylyn	OHAI CCI CCI	IINI Peer-to-Peer	Plugis Doy Hitilition	Tytopsible Dendering	Remote Event Service	Indexing & Tagging	Dynamic Searching API	Dynamic Artifact Model	Multi-Level Transactions	Multi-Level Branching	Data Store Adapter	Access Control		User Mgmt & Authentication	Upect-Oriented Persistence	ם 📗	Extensible Frameworks
	Java Virtual Machine Relational DB (Oracle/PostGres) SVN Versioned Repository														ed F	osi	tory	,									
	Operating System (Windows, Linux, OSX, Solaris)																										

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Common Data



- ATS accesses information already stored in OSEE
- ATS data is shared among other perspectives and plugins
- Drag and Drop enables linking to data instead of creating copies
- Program/Project information configures ATS





ATS World

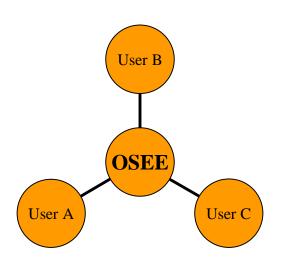
- "My World" view built into OSEE to show user what to work on next
- Populated by generic and custom searches
- Powerful Action querying, filtering and sorting
- Global, Project and User Filters available
- Customizable column order, visibility, title stored globally or locally
- Integrated Metrics and Project planning





Notification

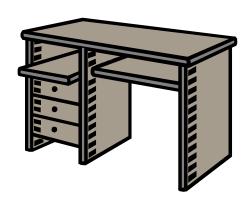
- Email notifications of state transitions
- Users can subscribe to notifications of Action activity
- Non-invasive auto notification within workbench (Like MS-Outlook's email notification)
- Notifications as Actions age or due dates expire







Training



- ATS provides tutorials and users guide integrated into OSEE help system
- Training in use of OSEE platform aspects (Define, Code, Test, etc) transferable to ATS
- Powerful routing and ATS World View show when user needs to do something
- Design of UI focuses user in on what they need to do



Assignment and Routing

- Built-in configuration to automatically routing actions to appropriate leads / team members.
- Team members can have extended privileges for signup and completion of Actions.
- Single or multiple assignees for Actions and Tasks keep bottlenecks to a minimum
- Email notification upon assignment

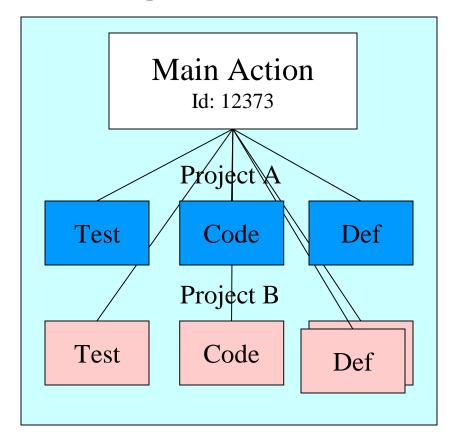


15%

OSEE ATS

Project Branching

- Main action created and has one "id" number.
- Project A creates necessary Aspects.
- Other projects are notified that their baseline has a change.
- Other projects (B) could implement the same fixes using data from Project A through their own Aspects.
- Project B's Aspects leverage off Project A's Aspects.





OSEE ATS

Metrics & Earned Value Rollup

- ATS collects Metrics throughout all aspects of OSEE
- Status, metrics and EV data can be accessed on a per-item basis or at any layer.

For Example:

- ATS state provides status of state completion via Tasks
- Task status rolls up to Workflow status
- Workflow status rolls up to Action status
- Action status rolls up to Project status
- Metrics can also be provided based on Action queries
 - % complete of a User
 - Hours spent on a change



15%

OSEE ATS

Built-In and Customizeable Reviews

- Integrated into the workflow of each Action; No Separate Tool
- Review Types
 - Formal Meeting with group of reviewers
 - Distributed Group, electronically distributed
 - Pair-wise Two reviewers, One Computer, Existing Document
 - Pair-wise Development Develop in teams, reviewing constantly
- Any Action or lifecycle artifact (code, document, requirement, etc...)
- Define MS Word, Excel: annotations or rev-tracking
- Any Text Java, C, C++, Ada, etc: Annotation Plug-in





Traceability

- Automatic as Actions, Workflows and Tasks move through their workflow
- Drag/Drop, Popups and Menus automatically create traceability links
- Minimal Textual traceability tagging





OSEE ATS

Reporting and Graphing

- Using OSEE's Reporting and Graphing framework, reports and graphs can be easily created and run by:
 - Creating report/graph format template
 - Creating SQL query to retrieve data for report/graph
 - Executing Report/Graph with template and SQL
- Reports/Graphs can be integrated into OSEE to provide global use
- Output to Screen, HTML, PDF, XML, csv, Excel
- Reports/Graphs can be developed to request input

dynamically





Project Planning / Estimating

- Able to easily access and share information and data between projects
- Easier to determine all aspects of changes that went into an insertion or fix
- Metrics and data stored for cost reduction efforts
- Algorithms can be used for automated estimating
- Enables storage and retrieval of % rework metrics
- Built-in Man-Days-Left calculations





OSEE SkyNet (Yes, from Terminator)

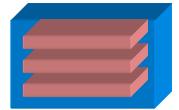
Artifact - Main building block/object of OSEE

Example: Task Artifact



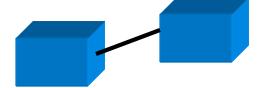
Attribute - Pieces of data attached to an "Artifact"

Example: Description, POC, Metrics, Resolution, Req Content



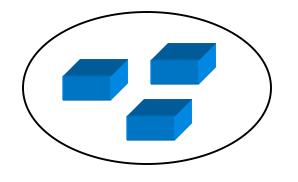
Relation - Link between Artifacts with Rationale

Example: Action related to Task to be completed



Group - Collection of artifacts

Example: These actions all belong to build 3







ATS Terms

Actionable Item (**AI**) – Item that can be impacted by an Action. Als are what the user has to select from when creating an Action. Examples: Flight Box, Lab Computer, Code Subsystem. **Team Workflow Definition** – Teams are created to perform that work associated with the Action. They are related to the AIs that they are responsible for and are configured with Leads and Members to route the Actions and perform the work. A workflow is configured that the team will follow to perform the work.

Workflow Diagram – State machine that shows the path the Team will follow to perform the work associated with the Action.

Action – Top level grouping object. An Action is written against any number of AIs. The Team Workflows are then created for each team configured to perform work for an AI.

Team Workflow - Instantiation of a Workflow Diagram needed to perform the work. Each team independently moves through their workflow state machine however ATS can be configured such that certain gates must be met from other Teams or outside events before a workflow can continue. **Task** – Within states of a Team Workflow, smaller-light-weight Tasks can be created to further

separate the work that needs to be completed for that state. Normally, the state can not continue until the Task is completed.

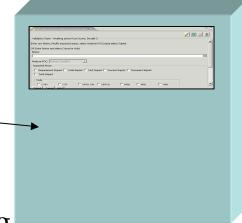
Versions – ATS has built in project/release planning. Versions are created to group Team Workflows (Actions) into Builds and Releases.





Action

- Highest level object in ATS
- Can be created by any user without exact knowledge of what is impacted _____
- Known information is auto-filled by ATS
- Supports multi-project
- Contains Actionable Items identified as needing change
- Actions show up in assignee's ATS World as needing to be completed





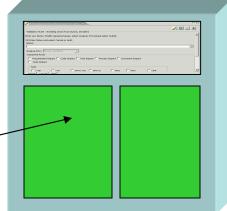


Team Workflow

• Change object instantiated when a configured Actionable Item is impacted (or perceived to be impacted) by an Action

• Team Workflow is by default independent of other Team Workflows

- Team Workflows can be added or cancelled as Action matures
- Team Workflows are "managed" by configured Team Workflow Definition leads
- Team Workflow Definition leads are responsible for assignment and management of changes to their product
- Team Workflows show up in assignee's ATS World as needing to be completed



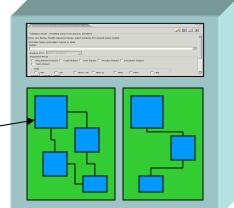




Team Workflow States

• Each team workflow can be configured with it's own workflow (or state machine) that requires certain fields and conditions for transition to the next state

- Statusable by % complete and hours spent
- Assigned to one or more users
- Configured with both optional and required fields
- Available states to transition to are automatically determined from configuration and configured/programmatic conditions

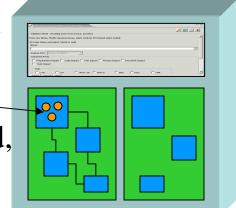




OSEE ATS

Tasks

- Lowest level object and workhorse of the Action Tracking System
- Allows splitting of Team Workflow state's work into smaller pieces
- Separately assignable and statusable
- Follows simple state flow of InWork, Completed, or Cancelled
- Tasks show up in assignee's ATS World as needing to be completed
- State can not transition until all Tasks are complete
- Metrics from Tasks roll up to Team Workflow, Action, Versions and other user specified Groups of Actions



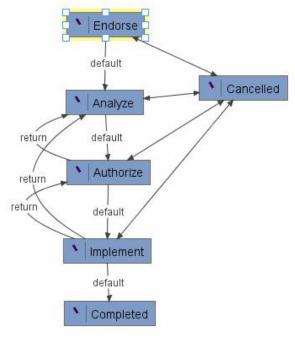




ATS Workflow / Configuration

Workflow Diagram =

Graphical diagram stored as XML in OSEE that ATS uses in real-time to "drive" through the workflow (state machine). Also contains required/optional fields that will be displayed for entry in each state. Minor changes can be applied in real-time.

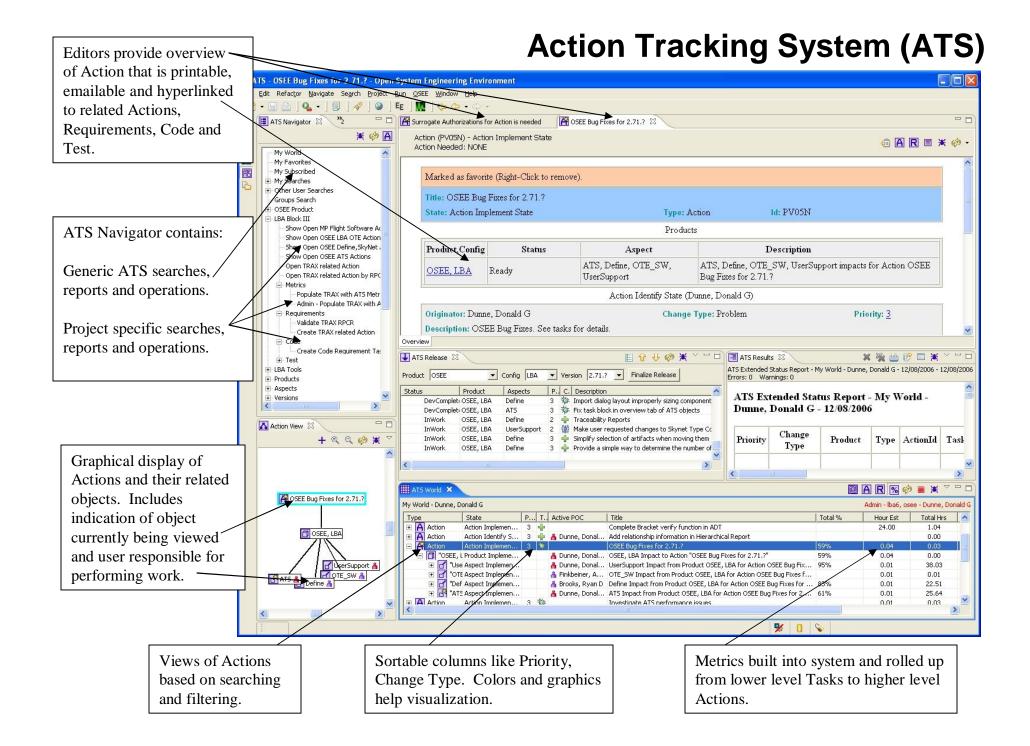




State Machine = Actions, Products, Aspects and Tasks are all separate state machines with their own workflow and routing.

State = State of State Machine that can be assigned, tasked, etc. Usually owned by only one person (Assignee).





Action Tracking System (ATS)

