

Improved Software Project Certainty

Automated analysis of user stories for improved quality and measurement December 13, 2018



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Failures Continue to Happen

1986

The hardest single part of building a software system is deciding precisely what to build. No other part of the conceptual work is to difficult as establishing the detailed technical requirements, including all the interfaces to people, to machines, and to other software systems. No other part of the work so cripples the resulting system if done wrong. No other part is more difficult go rectify later. *Fred Brooks*, 1986

2018

\$78Bn wasted on project failures USA p.a.* Gartner 2018

Failed software projects are a bigger problem now than ever!



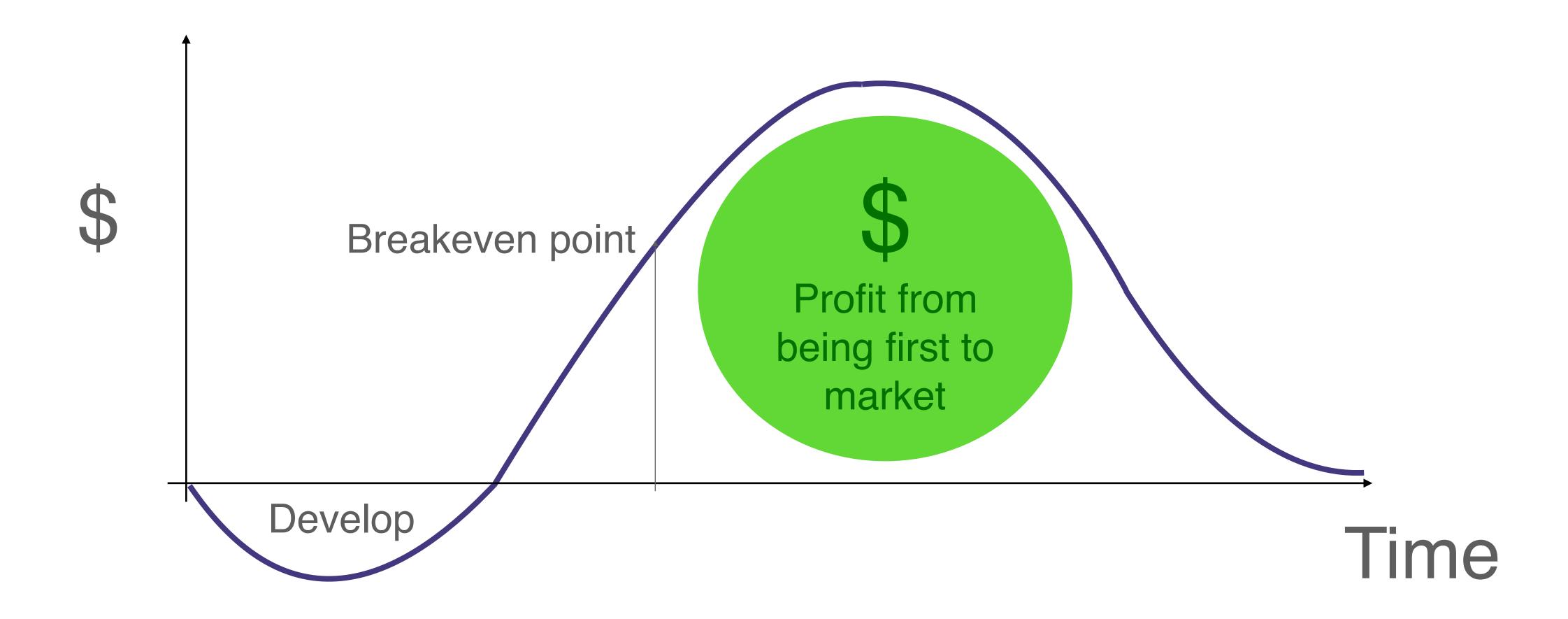
Perspective

Executives hope to be delighted but are used to disappointment

Time to delivery is typically the most important factor for them

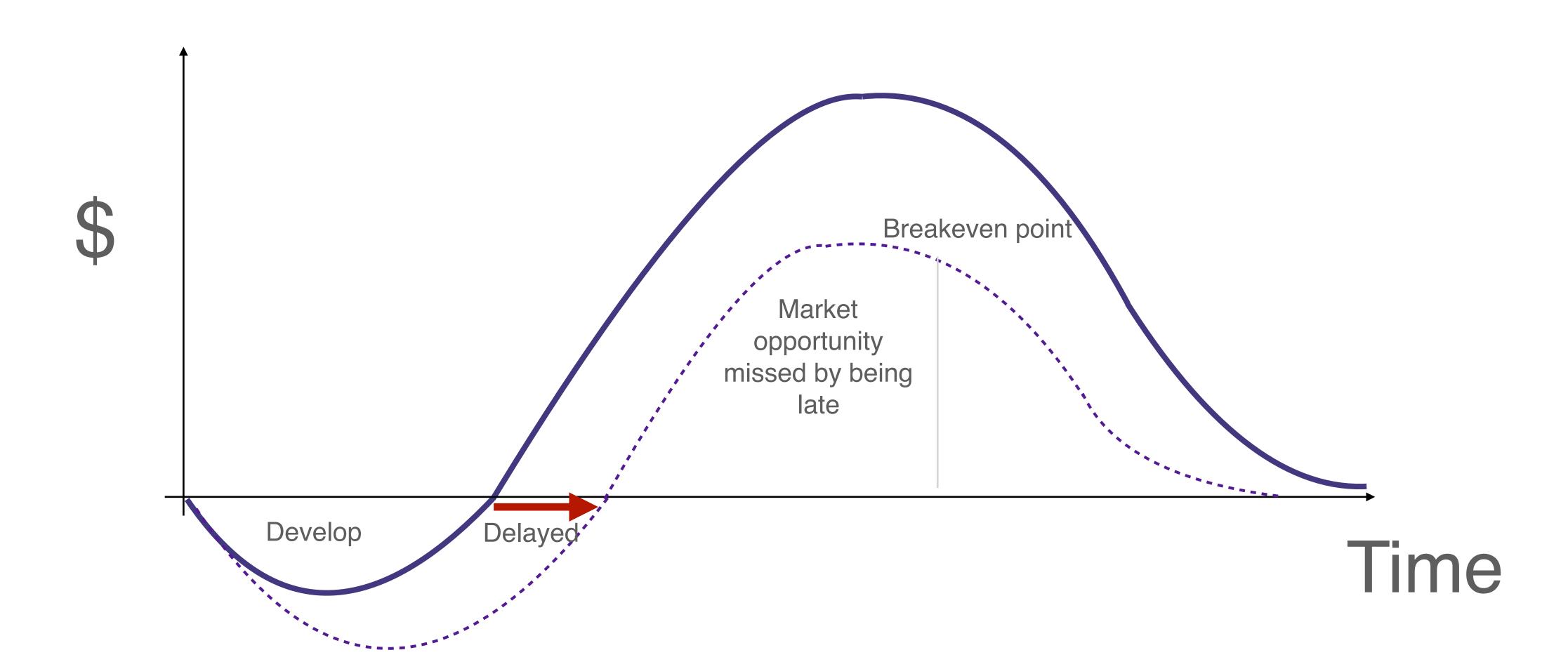


Early to Market with Strategic IT innovation



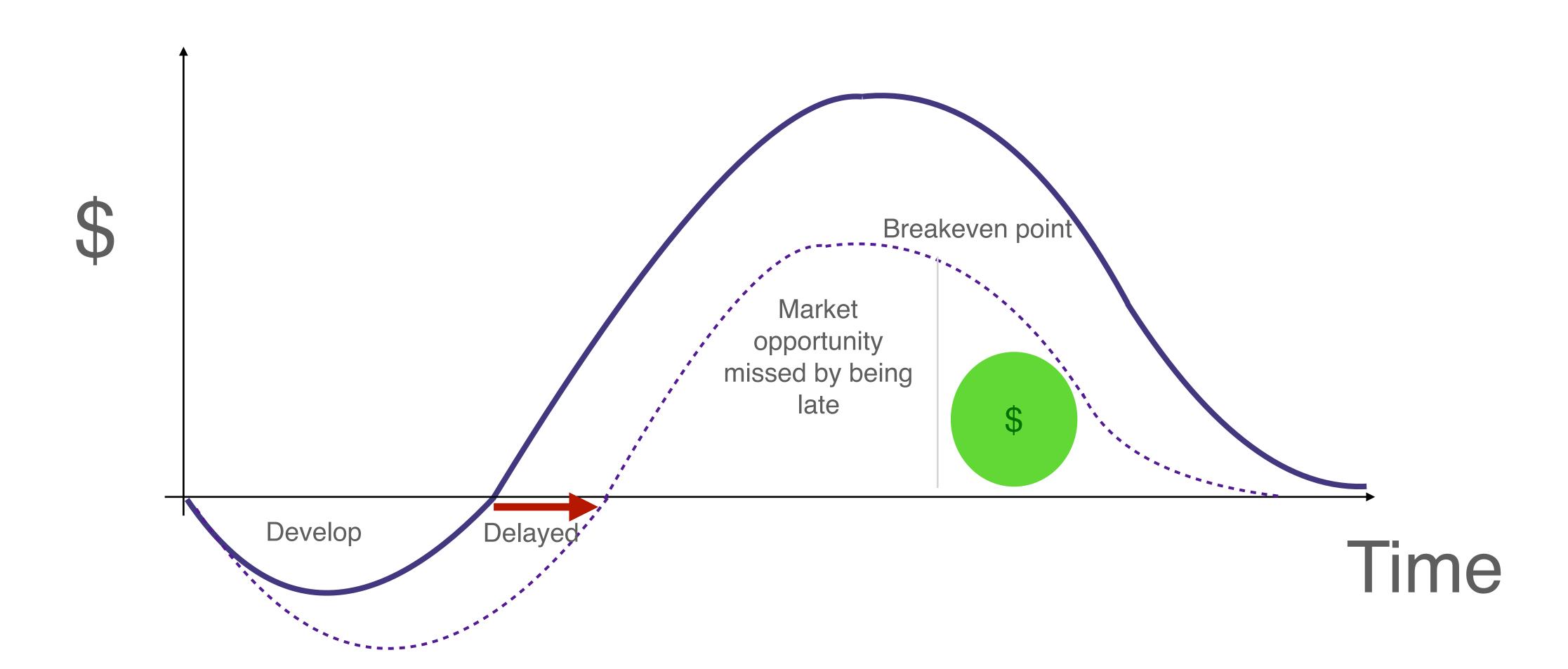


Impact of delay is compound





Impact of delay is compound





Software Project Managers

To avoid failure on large software projects...

"Do all these well and you'll be fine!"

Requirements		Softwa	re Dev Inte	gration		
P	rioritisatio	on Esti	mation		Dependency	Agile
P		ronment anning		Static analysis	analysis Complexity	methodology Prototyping
Busines	is Case	Dosign	chieving Quality	Defect	measurement	product owners
management Database						
Package choice Package			e config Test Ma	SLA's Change requests nagement		
Seeking reu		sable	Config	Business Analy	sis Master da	ta Earned value
	componei	nts _N	lanagement	Project assurance	manageme	ent measurement
		esourcing	Risk Management		Contract negotiation Test management	
Skills	ooling Outsou		Jsing Cloud services	Non-functional requirement	Security to ce transition	esting Governance



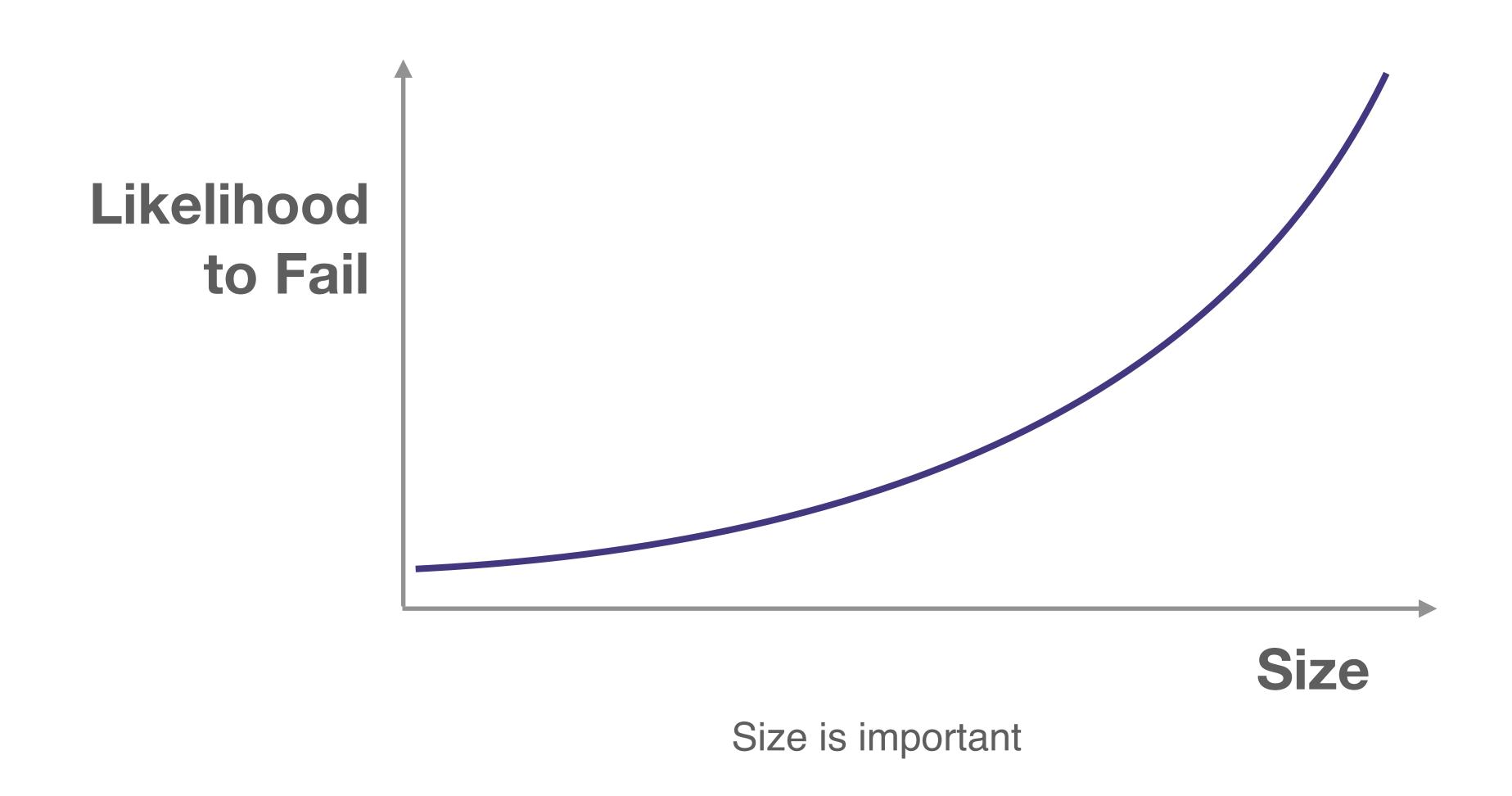
Focus

Let us focus on two aspects





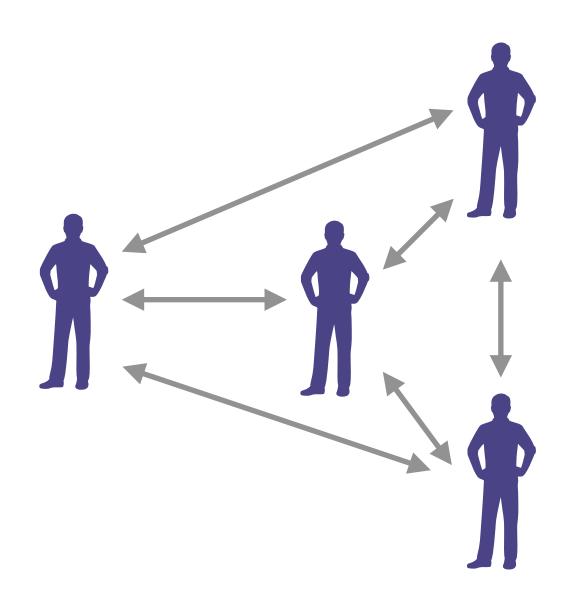
Size and failure - diseconomy of scale





Team size - communication overhead

One of the reasons why size matters



Keep your team small!



How many people?

Limited by the mental capacity of the developer

Functionality Testing

Configuration Libraries Data

Integrations

Architecture

This is an example of functional sizing in action.

Rule of thumb: Approx 150 - 250 FP per developer



Engineering Disciplines Need Consistent Measurements

Other "Engineering" disciplines rigorously adopt universal, reliable measurements

Size for Software Engineering

Story Points Ok for sprint planning but not project metrics

Lines of Code

Number of Interfaces / modules

Use case points

Function points (IFPUG)

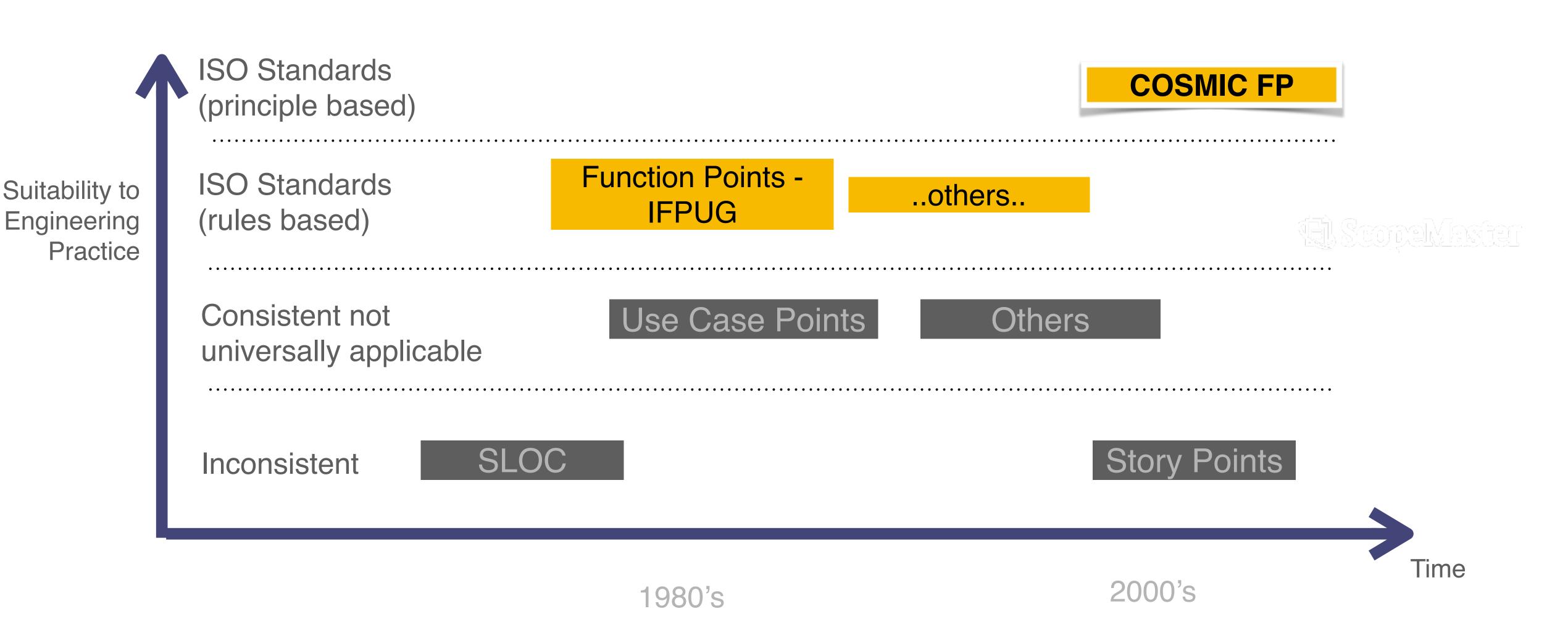
COSMIC Function points





Software Size Measurement - history







COSMIC Functional Sizing - Oversimplified



Open Source

Principle based technique

ISO standard

Easy to learn

Suited to modern s/w architectures

Technology Agnostic

Methodology Agnostic

Mature

Better effort correlation than SP

Ideal for benchmarking

Technique: Cosmic functional sizing

Metric: Cosmic Function Points

COSMIC: Common Software Measurement International Consortium



COSMIC Functional Sizing - Oversimplified

Define what you are measuring

Like Coopel Versie

2 Identify users

Identify the users (human and other systems) and the functions

3 Add up the unique data movements



Using Size as the Core Metric

The Recommended Metric for Software Project Management

Size

e.g. Scope in CFP

Quality

e.g. Defects found per CFP

Resources

e.g. CFP can a tester test

Schedule

e.g. CFP per month delivered

Risk

Doesn't help directly



Focus

Now let's look at quality

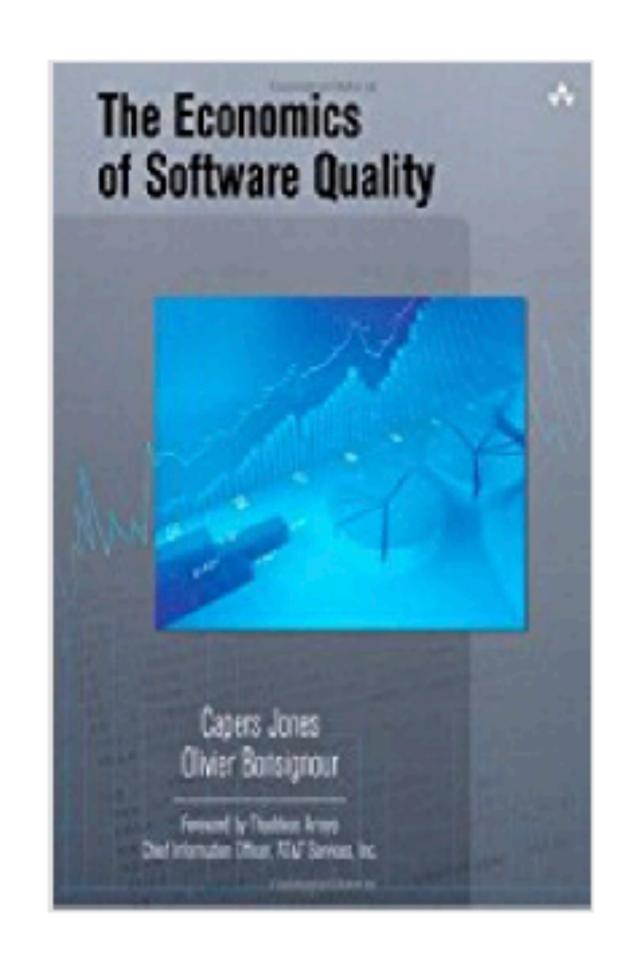




Quality

On most large software projects

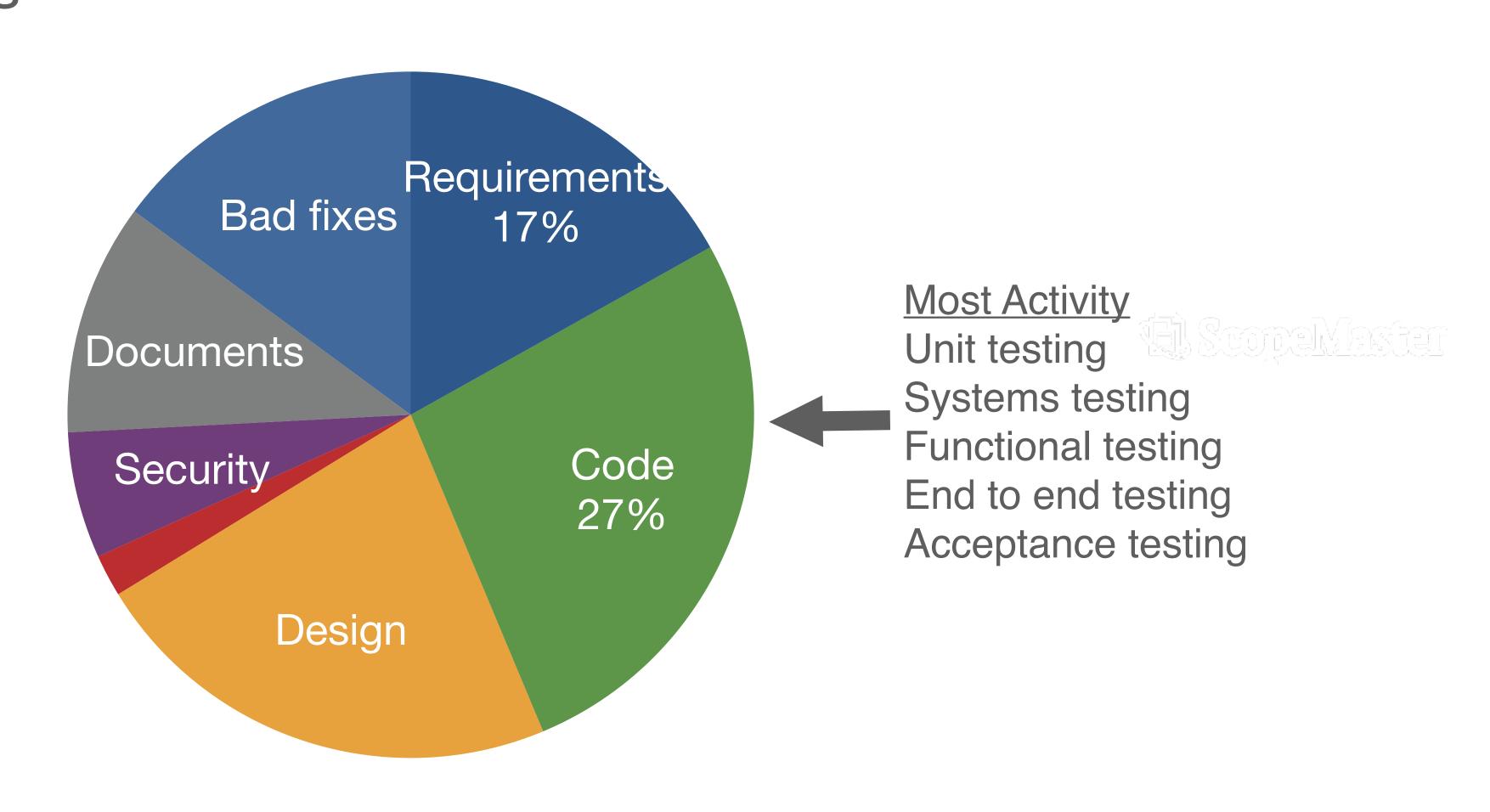
- 1. Bug fixing is the single biggest activity
- 2. Delays nearly always caused by extended bug fixing





Focus on Quality

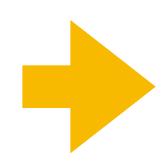
Root source of defects





Achieving Quality

Testing



Quality

80% 1,000 left

Test

Quadruple defect removal

95% + 250 left



Quality cannot be achieved through testing alone



Focus on Quality

Goal: Defect removal efficiency is >95%

Problem: Defect Potential is FP^{1,2}*





Observations

Agile

- 1. Most organisations are not mature in their Agile software journey.
- 2. User stories are the main articulation of requirements
- 3. Outsourced agile developments are typically **T&M** based.
- 4. Story points are the main size measurement
- 5.It is very hard to establish a learning organisation based on a User Story metric.



Common Misconceptions

These are not true:

- 1 You have to compromise quality if you want it cheaper or sooner.

 Generally speaking this is **wrong.** By doing the right things early in the project to achieve high quality you will usually deliver faster and at lower cost
- 2 Measuring software size is impossible
- 3 Estimation requires the whole team to understand the epics/stories.



My Aspiration

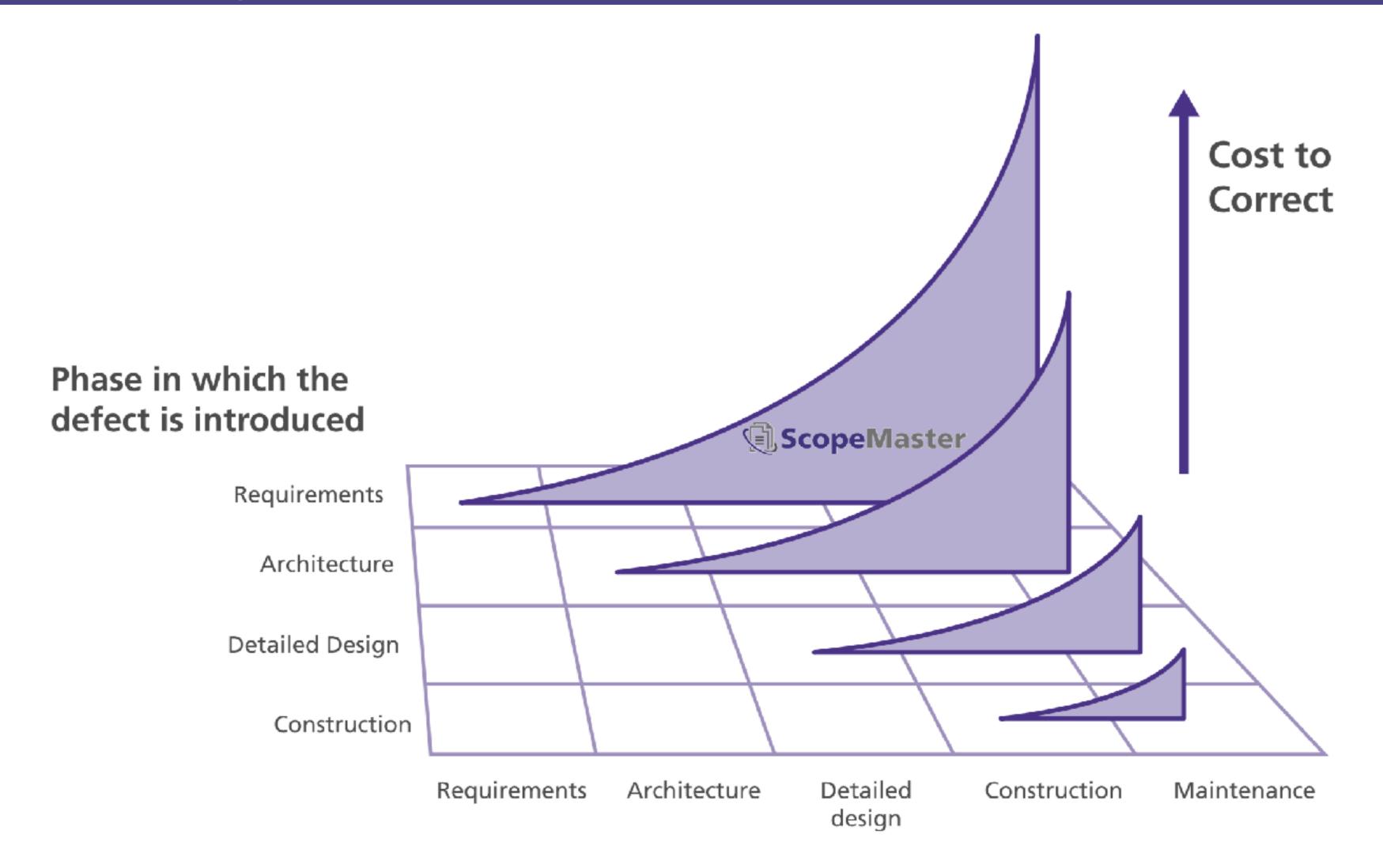
My goal was to:

Automate (Functional) Sizing





Value of finding defects early



Phase in which the defect is corrected



Example User Story

Card, Conversation, Collaboration



a ... Registered user

Subject

I want ... Edit my profile

Verb

Object

So that ... I can claim my expenses

Acceptance Criteria ...

I can click pencil to enter edit mode then I can enter my bank details and name and address and click save. Who & What

Why

5

Given, when, then

Opinions:

Requirements = User stories
Requirements != User stories



9 months of experimentation

Natural Language Processing (a branch of AI) User Stories and Requirements Specifications QA was an accident Fishing

Expert endorsements:











What is it?

SAAS analyser of Software Requirements or User Stories

Free form
requirements
or user stories
(import CSV)

Analyses the text
"Within and across the requirements"

Size CFP estimate
Quality Finds defects & suggests test
Estimates Project level

Reword and refine

"Static analyser for user requirements"



Helps

Not a cure, but it helps, think of it as:

"Ultimate in shift-left testing"

Or

"Static analyser of user stories"



Early days

Experience so far

May - November 2018

- > 100 projects
- > 11,000 User stories
- > 12,000 potential defects found Finds more than one defect per story

Performance

- < 2 seconds to analyse a story (typical)
- < 2 seconds to find a potential defect

"(Using ScopeMaster) is ... out and out the most productive quality work you can do on a software project"



Features

English only

Does not need training

Detects parts of speech

Detects phrase dependencies

Detects singulars/plurals

Fixed list of verbs

Handles multiple steps per user story

Looks across requirements for reference to similar objects

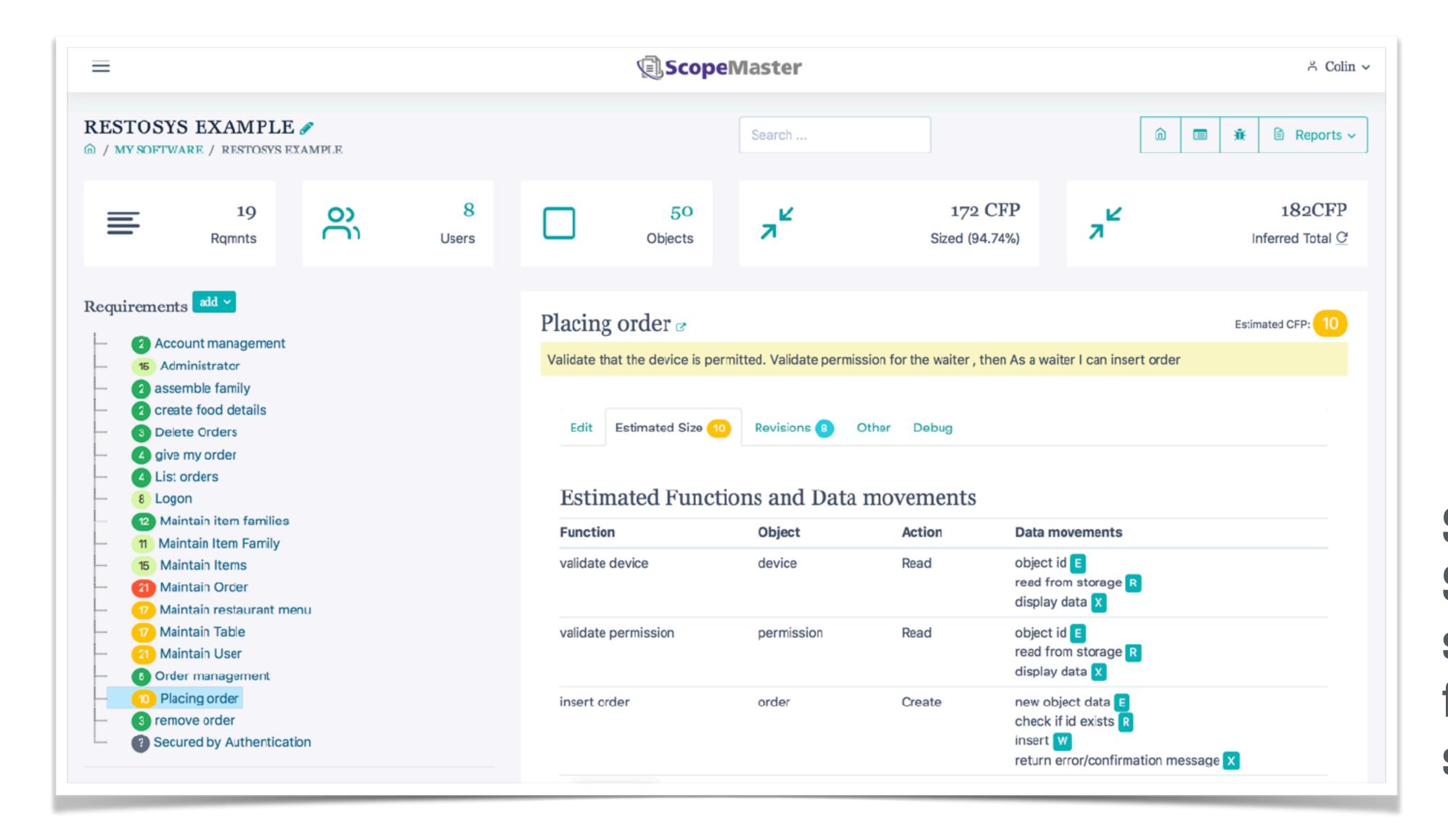
Looks for a full set of CRUD operations

Uses a template of data movements for each of C,R,U and D

Very fast. 1-5 seconds per user story.



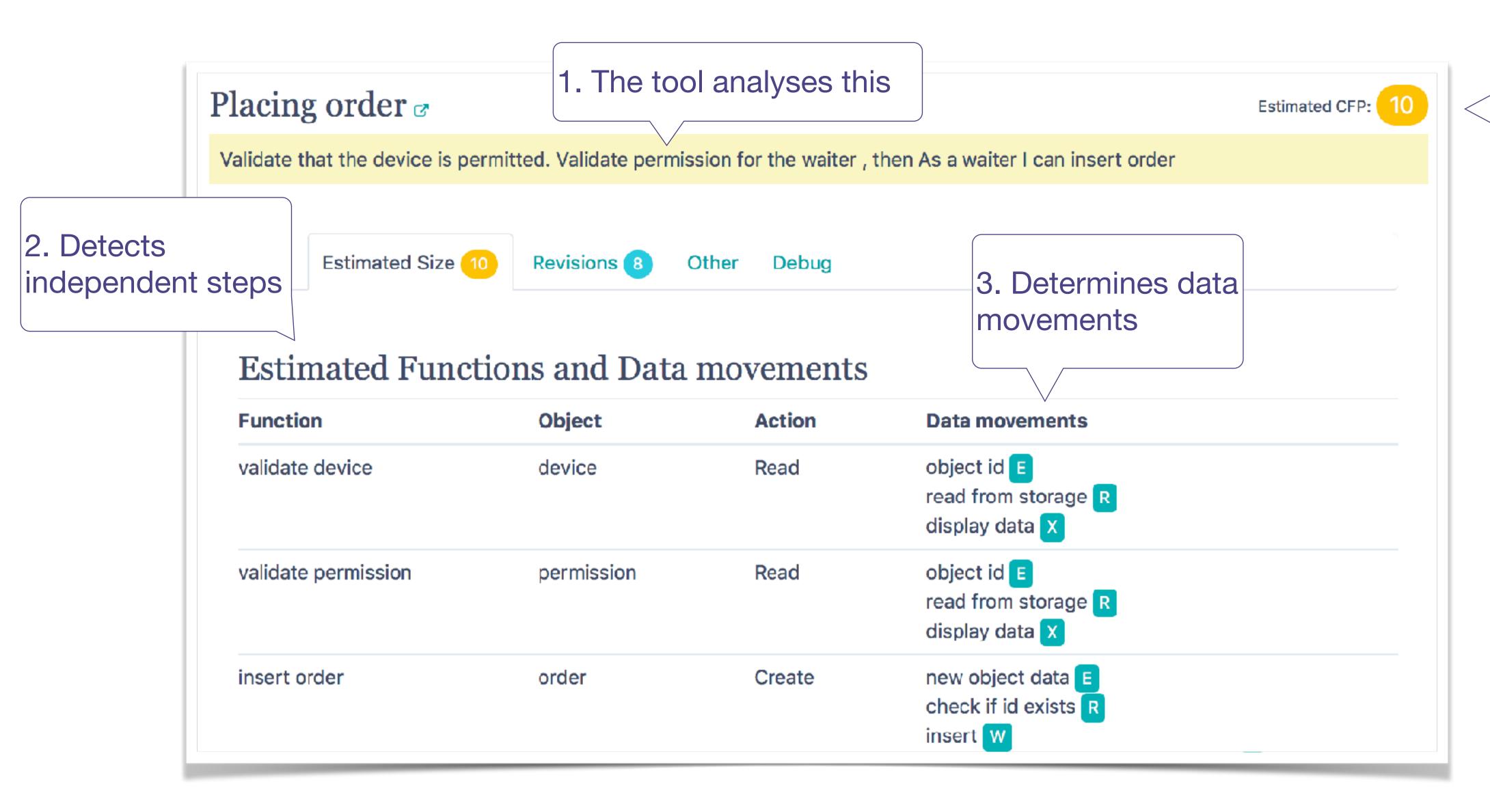
Intelligent Interpretation of intended data movements



Shows:
Story quality,
size, including
functional
steps.



Intelligent Interpretation of intended data movements



4. Estimates size in COSMIC FP



Automated Requirements Quality

Finds approx 50% of all requirements defects

Independent

Negotiable (Concise)

Valuable

Estimable

Sized

Testable (partly)

Clear(unambiguous)

Complete

Concise

Consistent

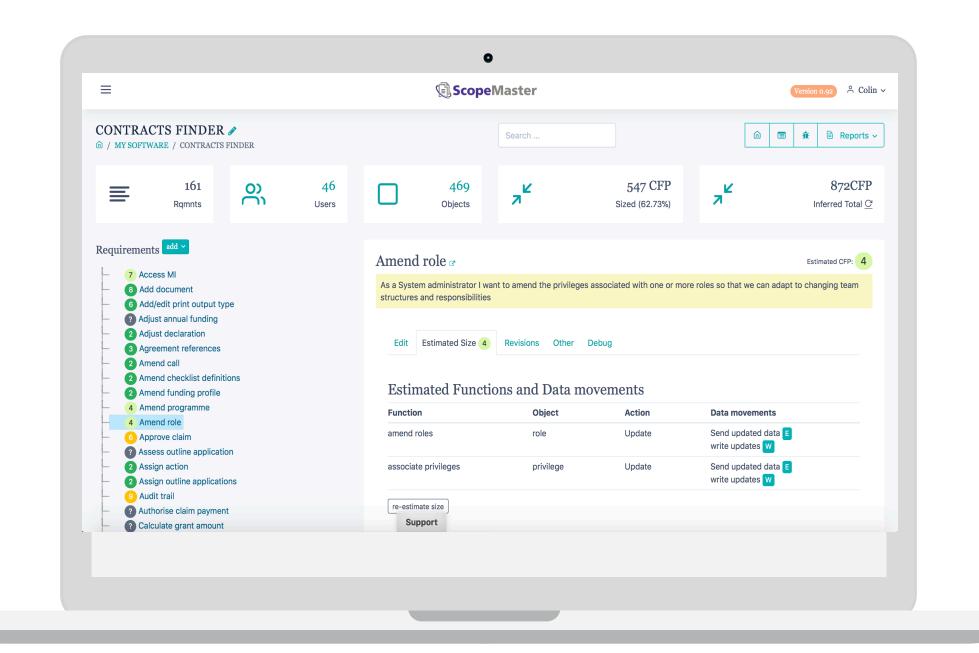
Correct

Current

Does not replace any agile ceremonies, it just makes them more efficient



Case Study - Gaming Application



1 Person16 hoursNo training90 Stories



150 defects found & fixed before coding even started!

Value \$35k - \$100k, in 2 days



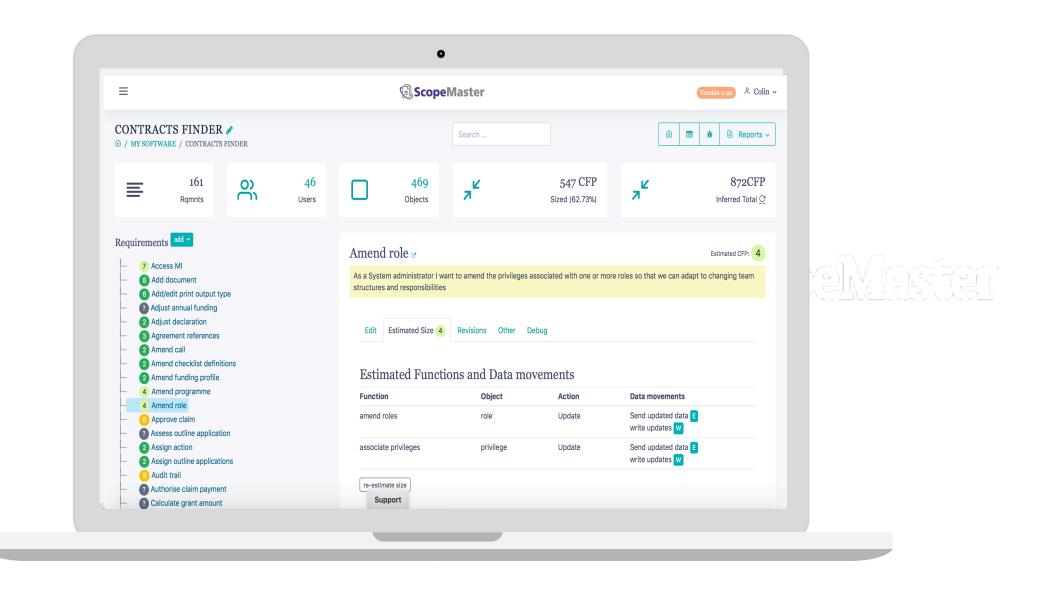
Find and fix a requirements problems

User Story Refinement Meeting



2-5 hours effort





15 minutes effort

8 -20X Faster





Value of finding requirement defects early



+

Fix

Rework avoided

\$25 - \$200

+

\$1000's

2-5 hours

\$100 - \$150

0.5 - 4 hours

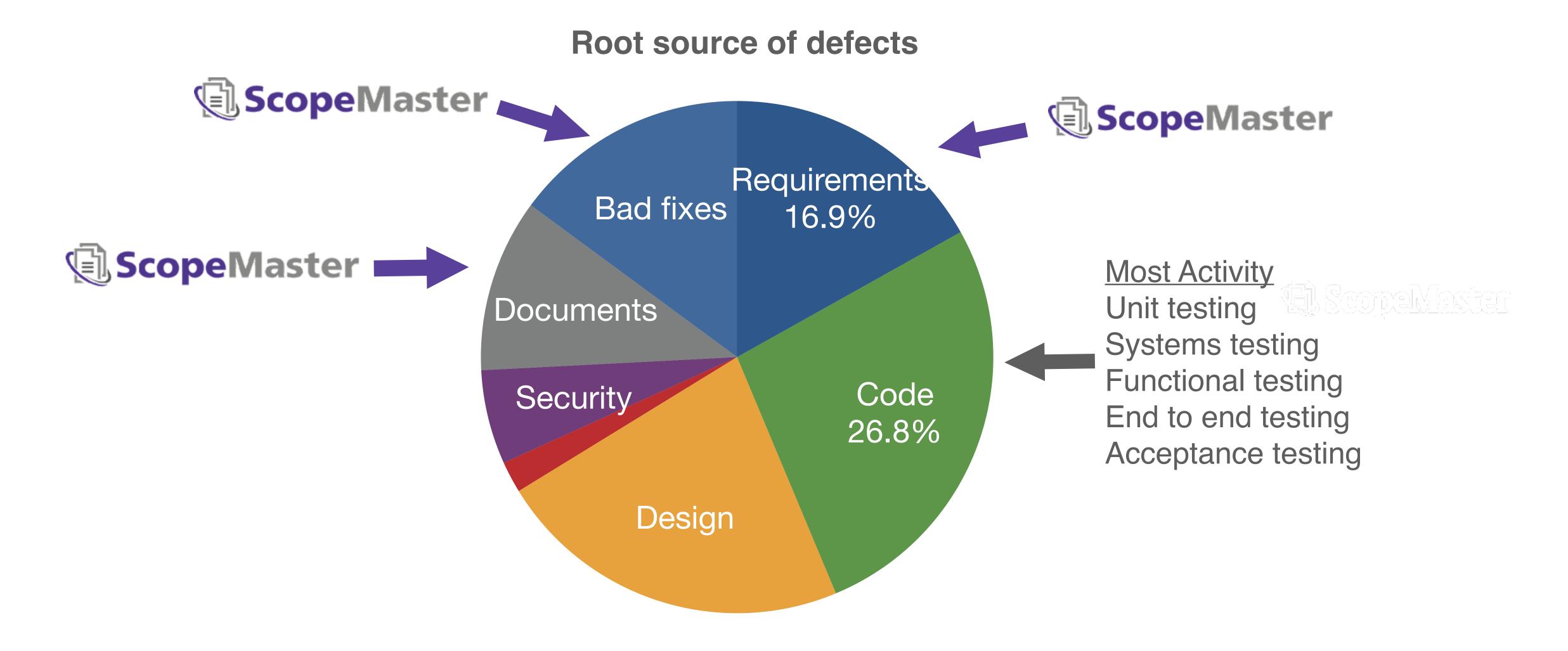
Impacts timelines

Minumum typical effort cost to find and fix is \$125, with ScopeMaster you can do that in less than 15 minutes.

But this is often QA work that is so boring it doesn't happen, so you end up carrying the defect into coding then causing \$1000's of rework.



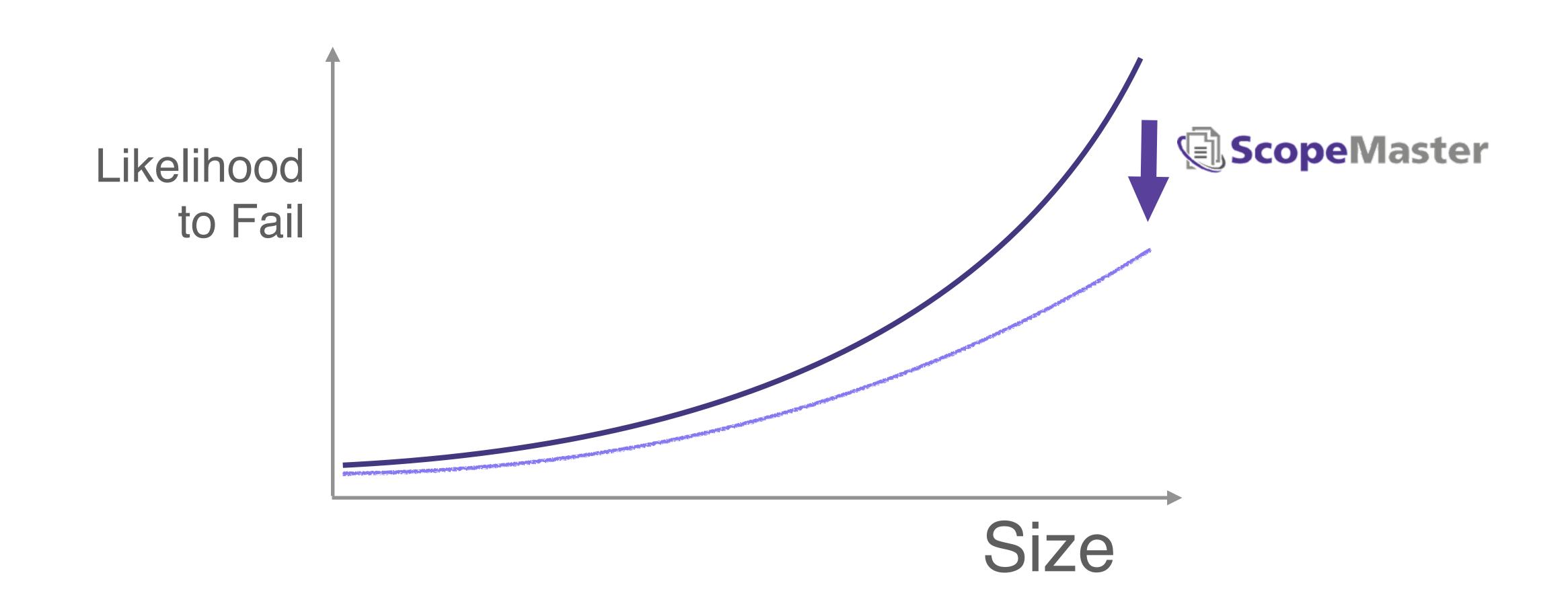
Poor quality is the cause of most delays





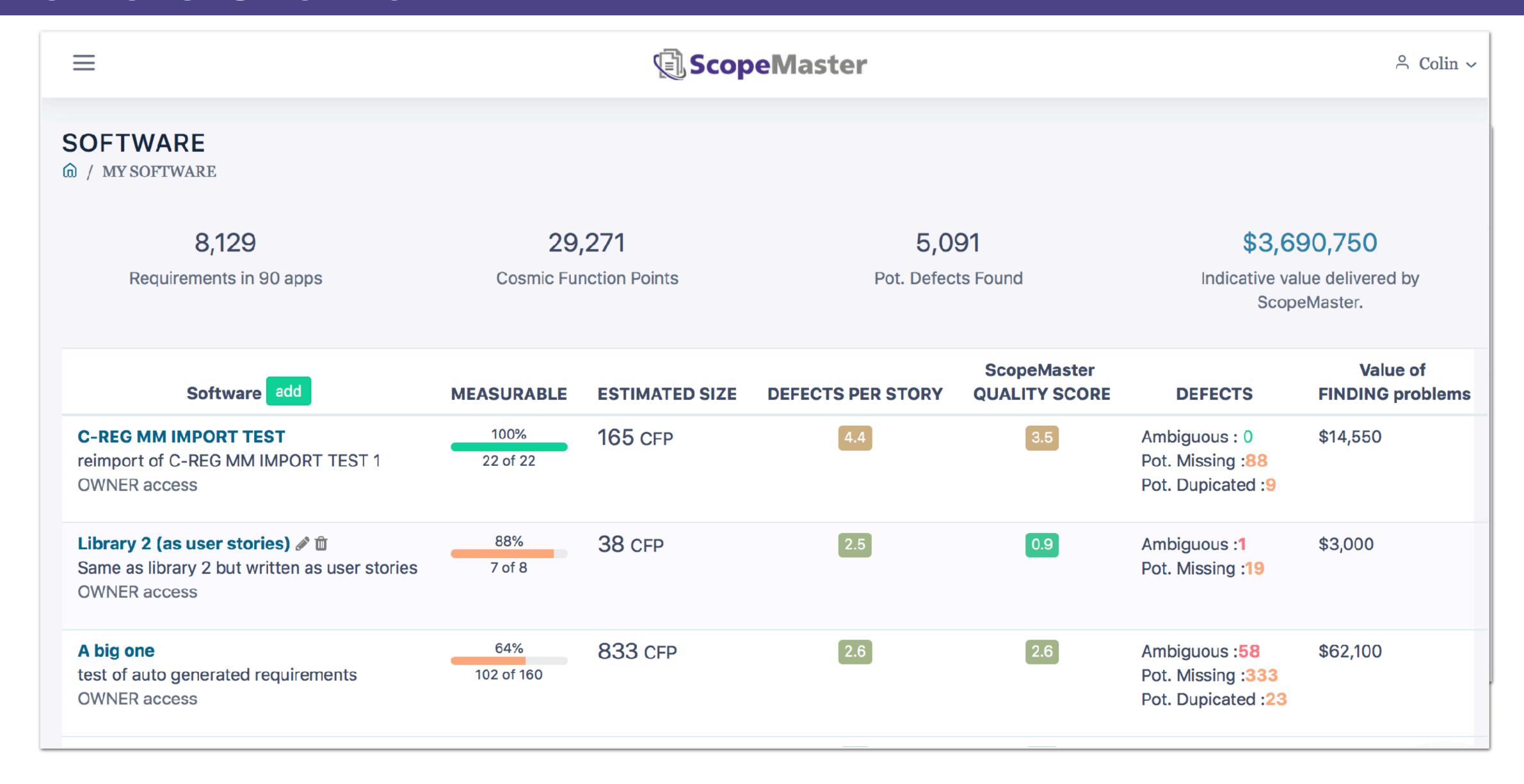
Size and failure

Our vision



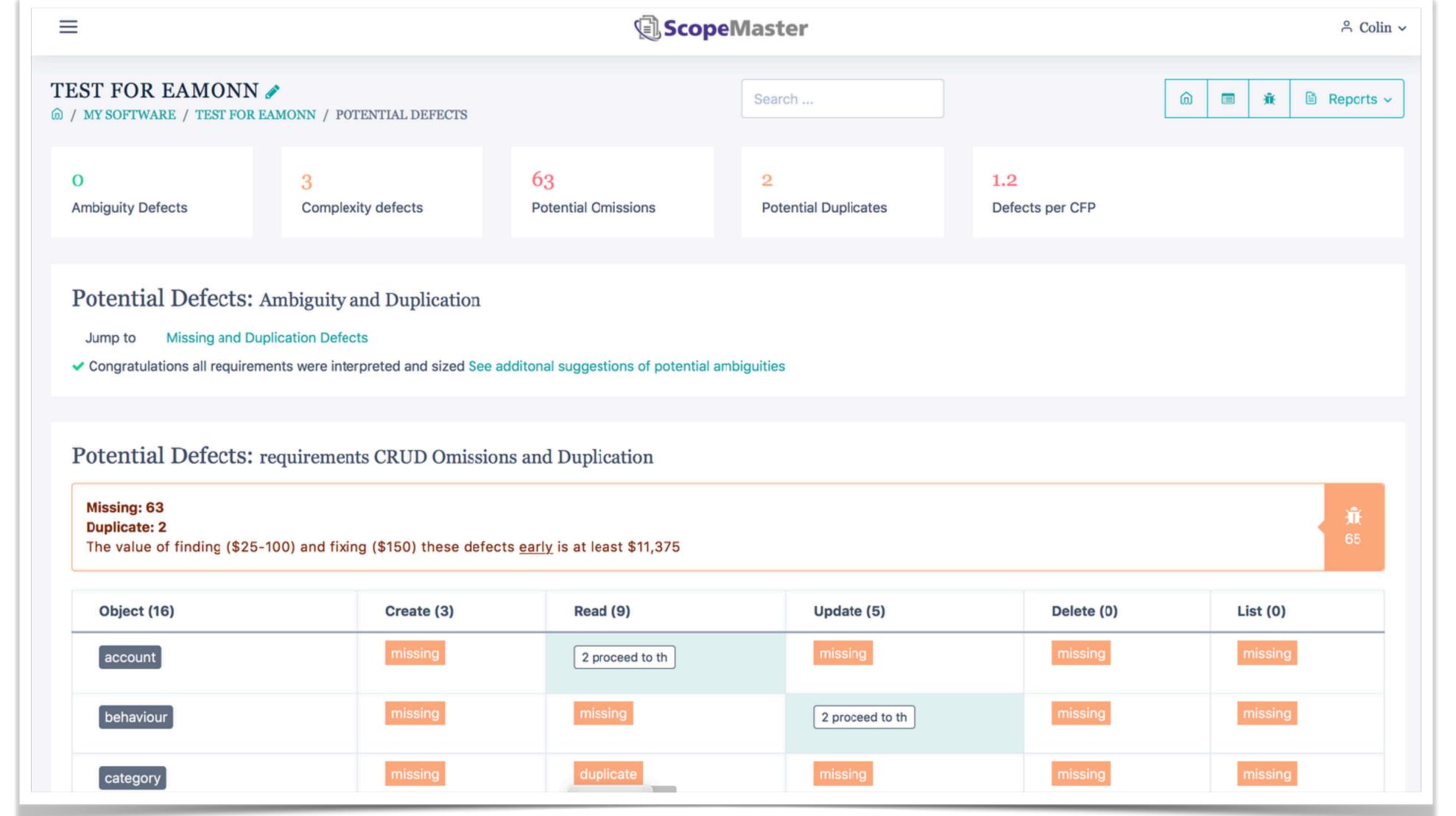


Portfolio Overview





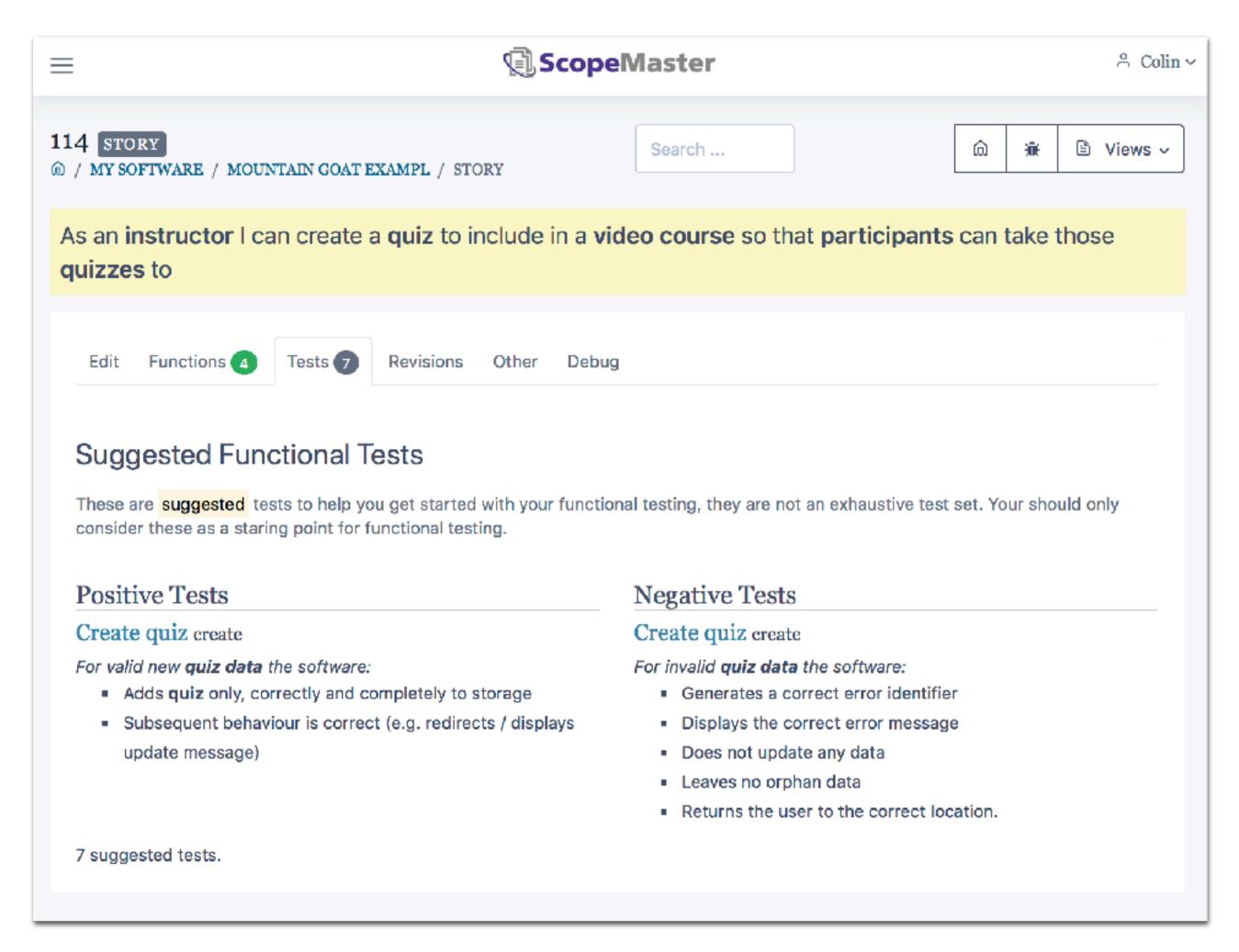
Detailed Quality Report



Clear(unambiguous) Complete Concise Consistent



Proposes Functional Tests



Suggested positive and negative functional tests



Software Analysis Tools that help you write better software

Code the Right Thing



Work as a team







































Some testimonials

".....it's the only static analysis tool for requirements that I have ever seen" "..to me it's a no brainer..."

...(should) improve development team productivity by at least 10%

"...would have saved 3 – 6 months in the requirement's gathering process"

"...Its amazing that you have come up with the right set of functional requirements."

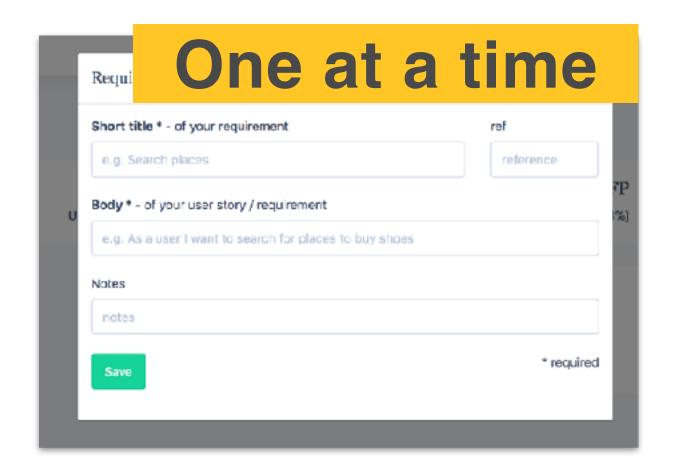
"Using ScopeMaster, not only I did I find and fix 150 defects in 2 days, it was actually fun to use!"

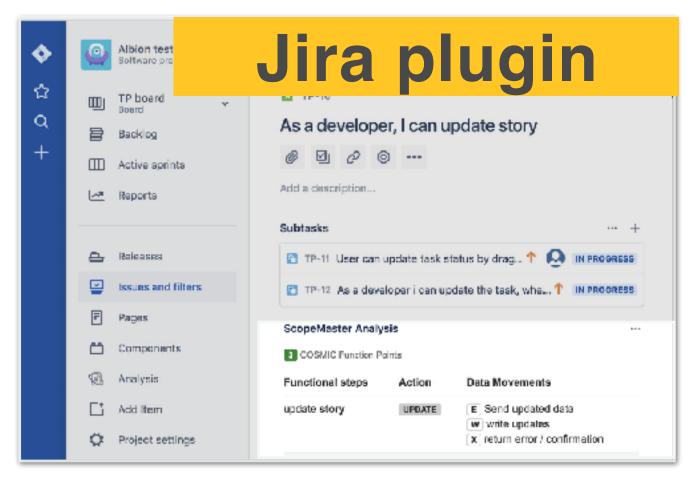
....doesn't just help find the requirements defects but helps educate authors to prevent them in future!"



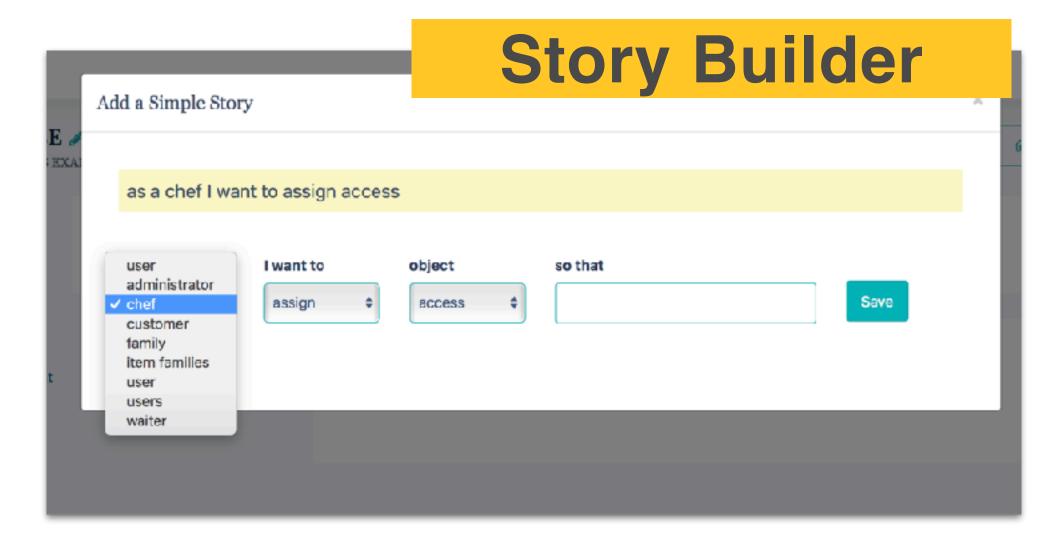
Adding Stories

There are four ways to add requirements











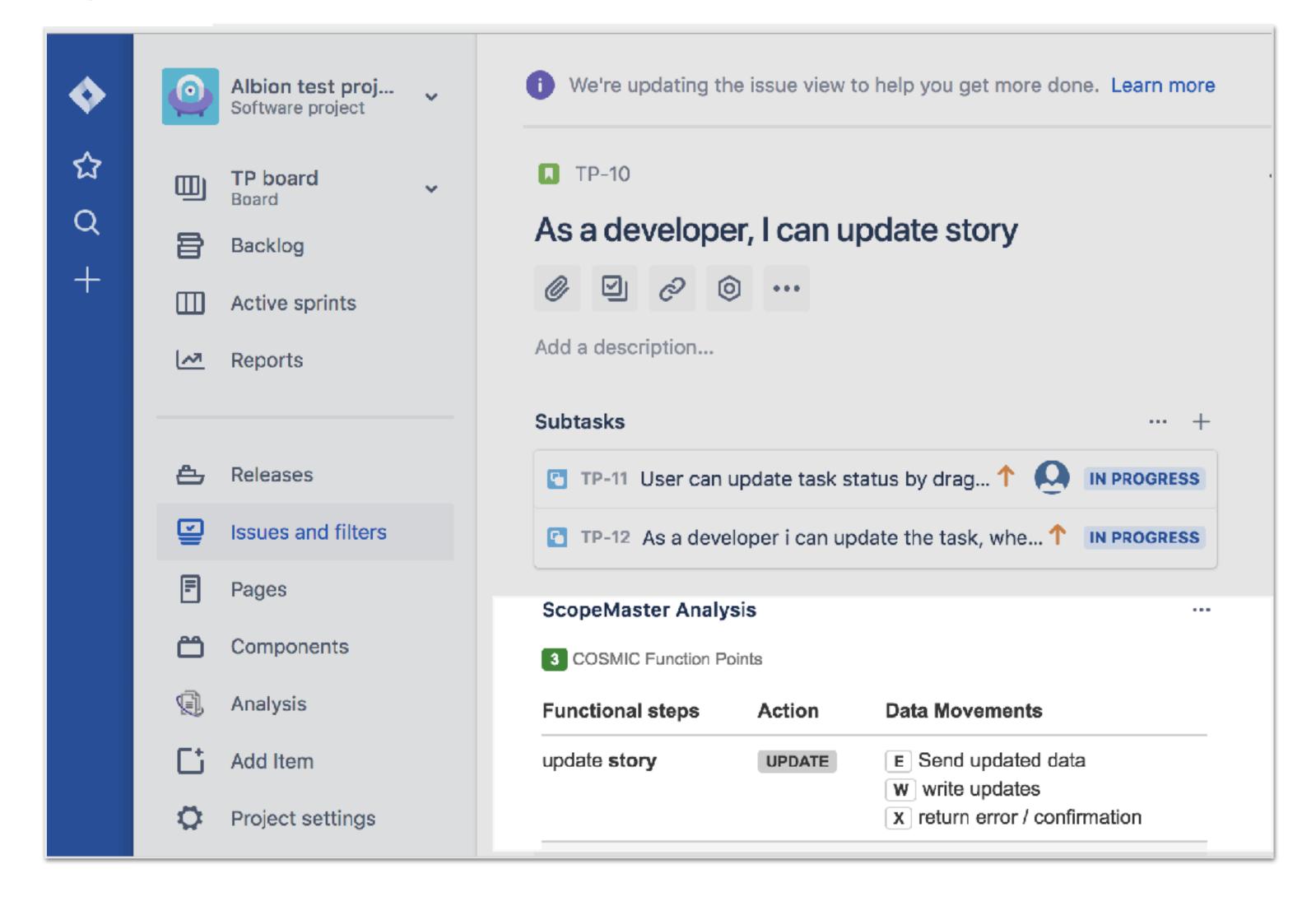
Jira Cloud Plugin

Avoids double entry







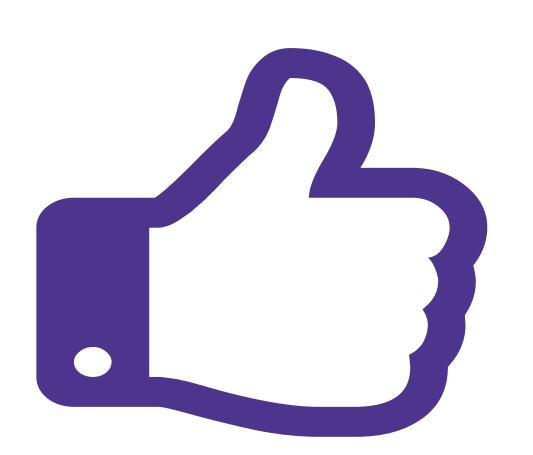




Recap

- •Large Projects **Need Help** focus on size and quality will help reduce failure.
- ·Finding defects early is VERY efficient
- •The COSMIC measurement process helps improve quality and is the engineering metric of software functionality
- •Natural Language Processing of user stories, Can help both quality and measurement. **Fast and highly effective.**





Thanks!

References

https://cosmic-sizing.org

Economics of Software Quality by Capers Jones

https://www.amazon.co.uk/Applied-Software-Measurement-Analysis-Productivity/dp/0071502440

Story points and CFP https://www.scopemaster.com/blog/story-points-compared-with-cfp/

https://cosmic-sizing.org/forums/topic/superiority-cosmic-function-points-story-points-estimating-agile-projects/

ScopeMaster® is a registered trademark 3291993.

Scopemaster® has been developed in the UK by Scopemaster Ltd and is subject to UK patent pending 1802893.6.



Appendix



Suited to:

- **English text**
- **Material** Agile or Waterfall
- **Mew applications**
- **System changes**
- **Business Applications (inc ERP)**
- **Mobile Apps**
- **Embedded systems**
- **Before, During or After Coding**
- **Marking development work**

Not Suited to:

Computational intense systems
Al applications

Expect:

- **Better Quality**
- **Faster Delivery**
- **Reduce rework**
- Fewer Bugs
- **Reduced Project Risk**
- **Lower Costs**
- **Teaches requirements authors**



Ask yourself...

- 1. Do we have a software project with quality problems?
- 2. How many of those problems could be attributed to the requirements quality or volatility?
- 3. How much could we have saved in time and effort if we'd used ScopeMaster.



And for outsourced development...

- 1. Are we paying the right amount for our development? How do we know? (resources)
- 2. Do we have reliable estimates of duration and cost?
- 3. Has scope change been costly?



Why Organisations Use ScopeMaster

Scope and Quality

Higher quality achieved

Better, faster, cheaper deliveries

More Stable

Project

Improve Team Productivity

Better Project Control

Project risk reduction

Avoid project Disasters

Recover failing project

Commercial

Lower Outsourced dev costs

Vendor Management

Project Assurance Learning

Organisational Learning

Portfolio Mangement

Benchmarking

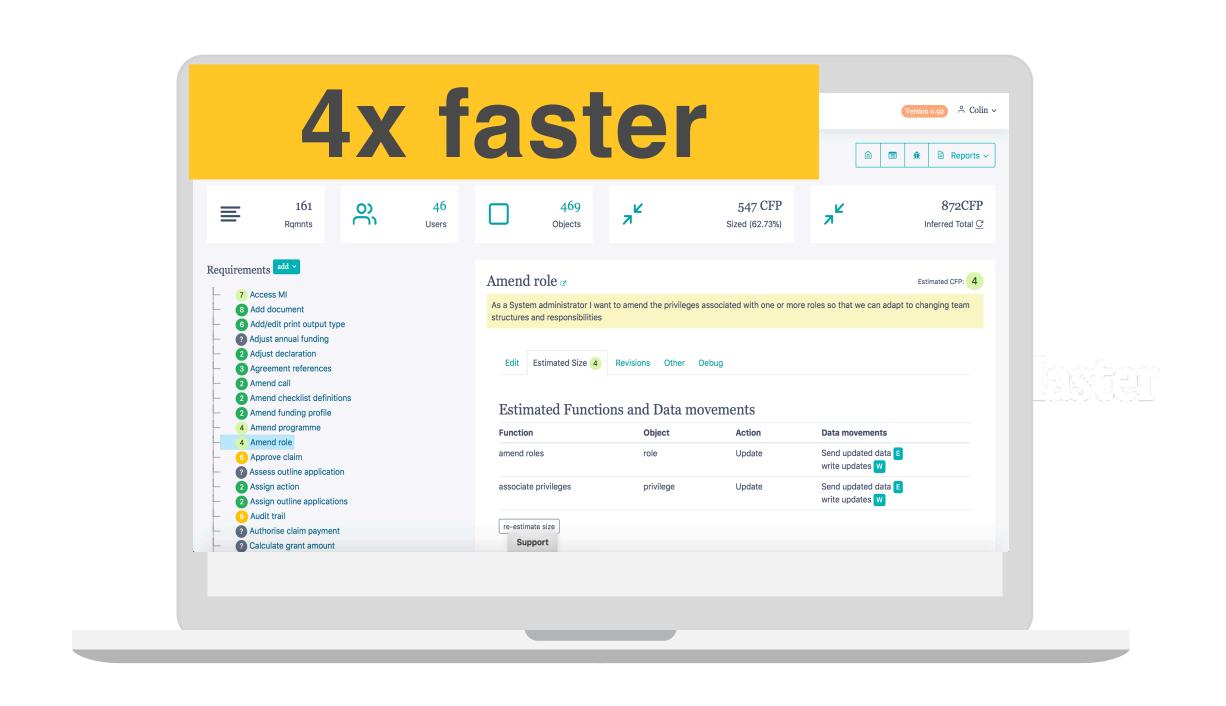
Learn to write better stories



Effective Functional Sizing - Speed







125 - 500 FP / Day

500 -2500 FP/ day

Allows the user to review the tools' interpretation