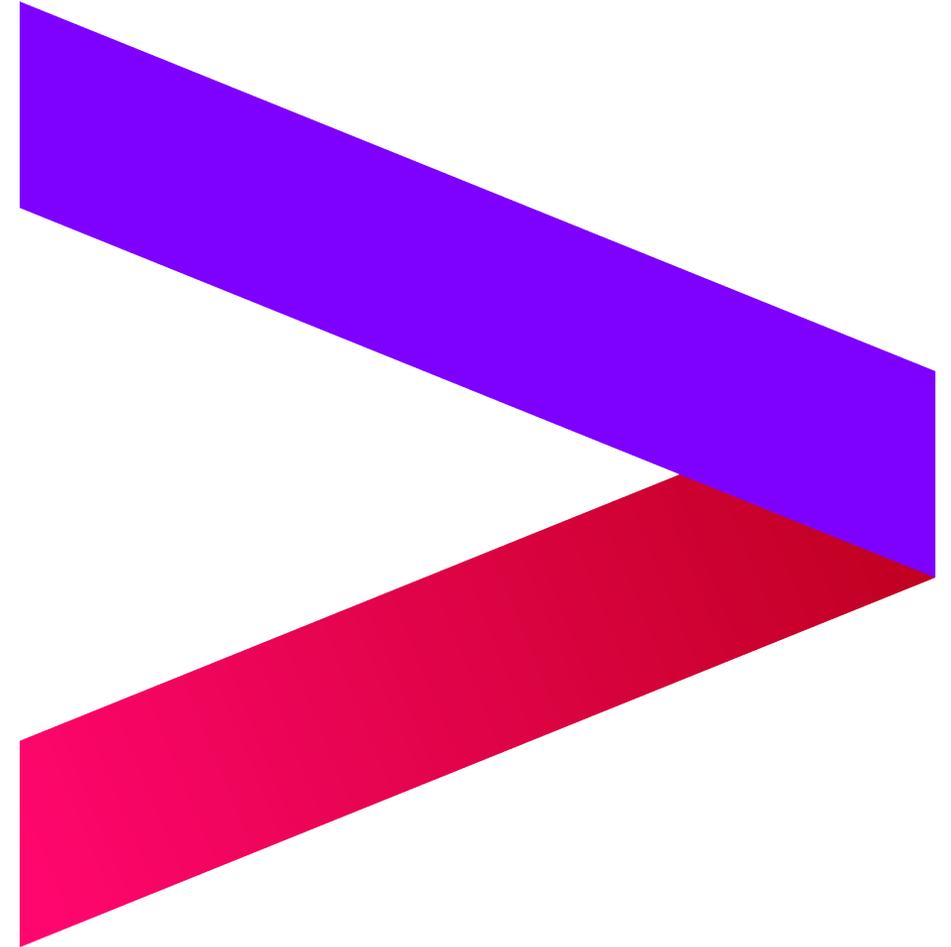# SOFTWARE PROJECT QUALITY AWARD

ACCENTURE

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WHO ARE WE?
ACCENTURE

- **Accenture has a 20+ year long history with the Software Project course, coaching and evaluating project teams on achieving high quality project deliveries**
  - **QA prize will be once again handed out to the best project delivery!**
- **Accenture team for this semester:**
  - Niina Gromov, Jarno Hilvenius, Tomas Lindberg and other guest experts
  - You can reach the whole team by email:
    Firstname.lastname@accenture.com

- **Accenture team members will be joining in the EES- and project review sessions**
  - **Look out especially for EES2 and EES3**
  - **Accenture might also arrange the Software Project and Quality Award Gala in the end of the course**

OUR BUSINESSES
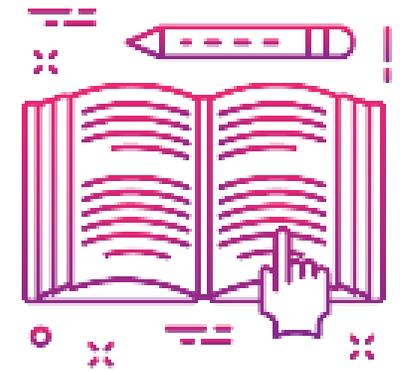
WORKING AT ACCENTURE

Flexible work
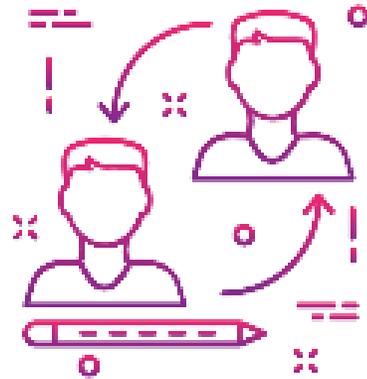
Possibility to change your career path

Great colleagues and community

Training and learning

WHAT DOES IT MEAN IN PRACTICE?

CLOUD CLOUD CLOUD

FRONT END

BACK END

ARCHITECTURE

SYSTEM DESIGN

AI & MACHINE LEARNING

RAPID PROTOTYPING

AGILE DELIVERY

UX AND SERVICE DESIGN

AND THEN SOME…

AND THEN THERE IS THE PRIZE FOR THE BEST PROJECT ...

ACCENTURE QA AWARD

✓ **In the end, selecting the winner is based on the impression of quality of your work and project delivery**

[Course points, client satisfaction, technical quality of the work, working methods, solution extendability, project management …]

★ **Winner will be announced and receive the award in the end of the course (maybe at Quality Award Gala)**

? **Feel free to approach the Accenture team in case you have any questions related to project delivery work in practice**

We are commited to arranging one support session per project, on any topic, should you need support on some topic during your projects

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PRIZE
1 200 €

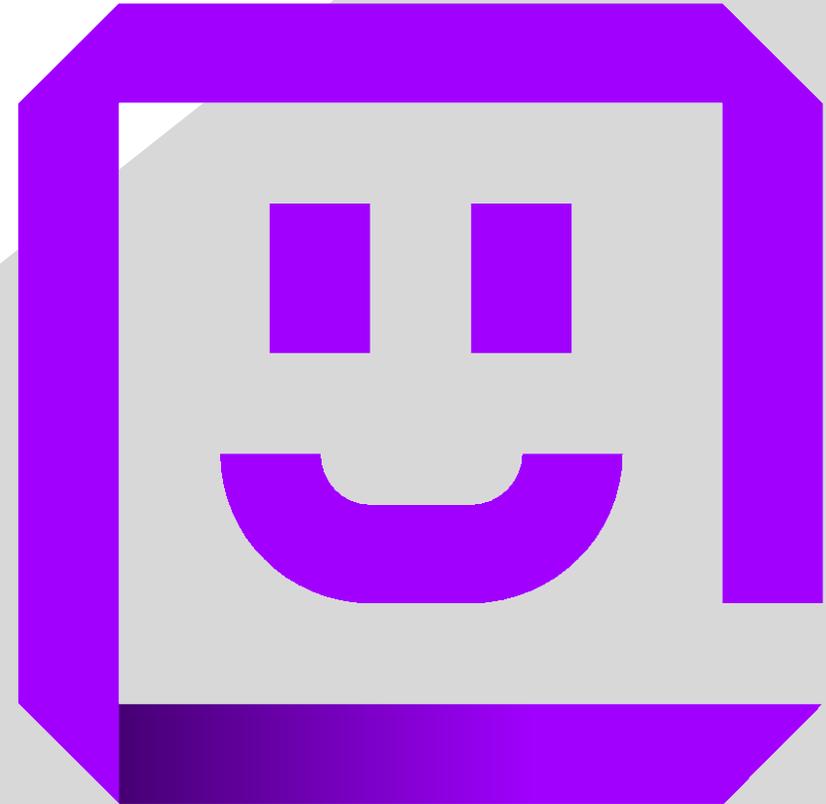## SO WHAT IS QUALITY IN SOFTWARE DESIGN?

"ALL CODE IS GUILTY UNTIL PROVEN INNOCENT."

- UNKNOWN GREAT THINKER ON THE INTERNET

QUALITY **CRITERIAS**

Customer satisfaction and value

- Points given by the customer

- What happens to the end product after the project ends
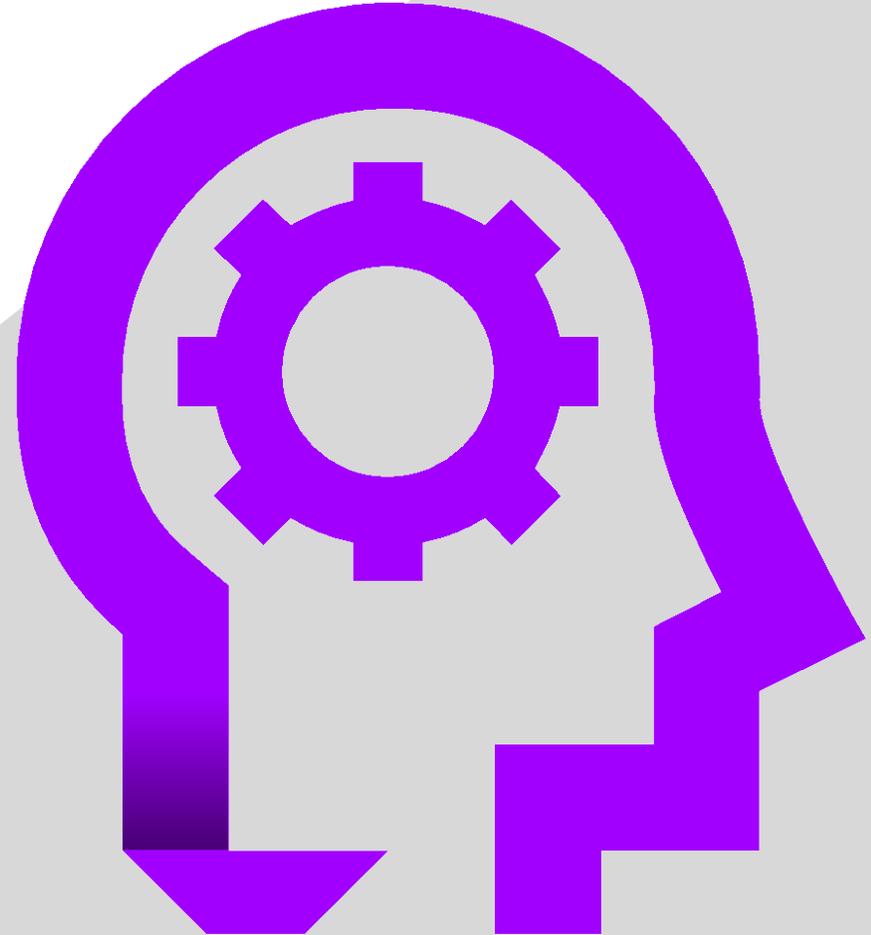
QUALITY CRITERIAS

Quantifying the quality

- Technical quality of the code itself, and how you quantify it

- Functional quality, i.e. the end product and functionality

- Quality of documentation

QUALITY CRITERIAS

The degree of difficulty

- The scope and difficulty of the project

- The amount of end products and amount of functionalities you have delivered

- The degree of customer's involvement and how succesfully has the project end hand-over been executed

QUALITY CRITERIAS
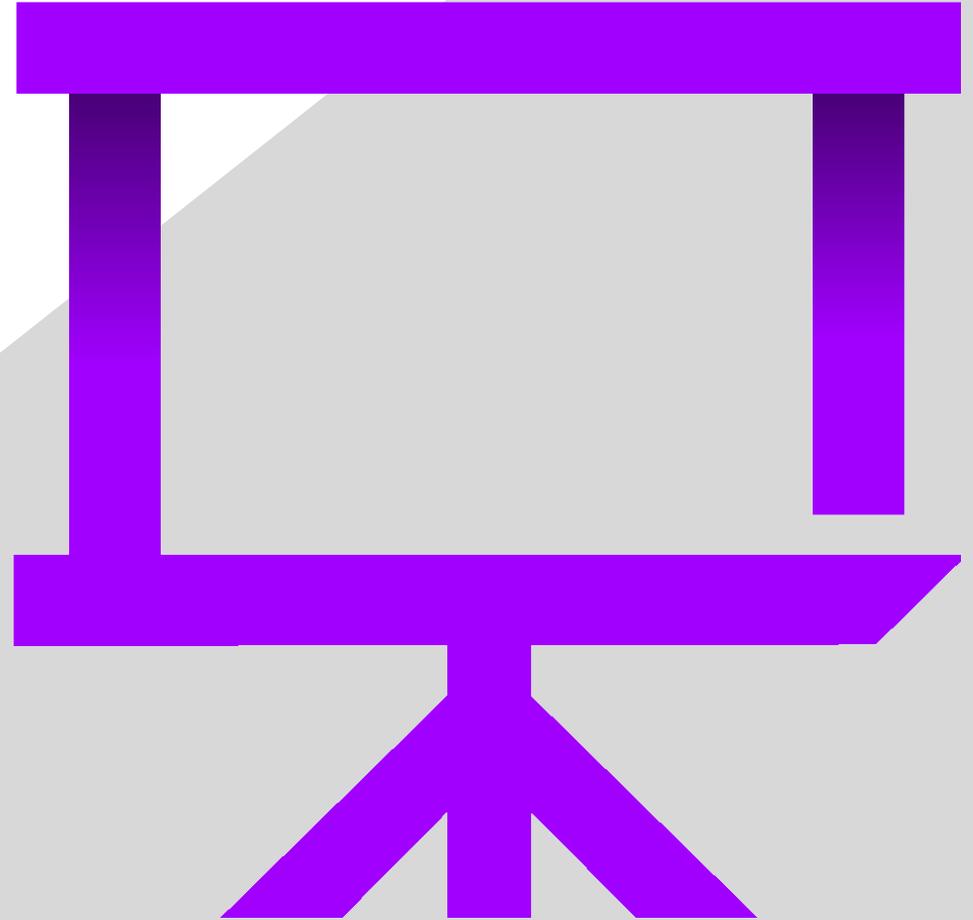
Work effeciency

- Are you utilizing the whole team effectively

- Tools and methodologies being used and how effectively

- Effective use of open source, already available solutions etc.
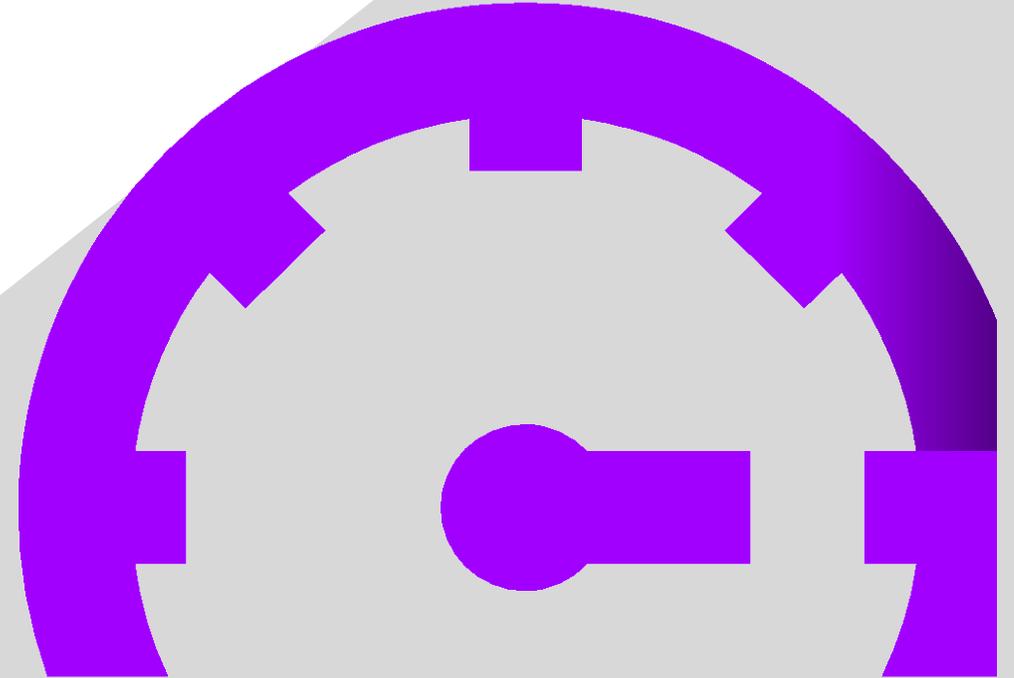
QUALITY CRITERIAS

Demo

- **You have a clear and well prepared and presented demo**

- **Well built story around the end product**

TIPS FOR ACHIEVING HIGH QUALITY 1/3

Extendability

- Closely collaborate with the client during the technical development to ease the handover at project end

- Well documented system, and tools used to build the system also help

- Strive for well structured high quality source code, with thorough comments

Responsibilities

- Share and assign responsibility in all the critical areas (architecture, quality assurance, project management etc.)

- Scrum masters are expected to create and ensure productive working environment for the whole team

- This is a team effort, so commit to the work → Every team member achieves the expected amount of hours for the work

External stakeholders, including the client, always bring risks to the project

- Consider e.g. software, hardware, and licenses related to your work products

Opt for free-of-cost, well-known open source software where possible

- These are usually immediately available, well tested, and discussions and instructions are available online

TIPS FOR ACHIEVING HIGH QUALITY 2/3

Automate

- E.g. development process and reporting automation, code review automation, testing automation, build and deployment automation…

Agree on the internal processes of the group and adhere to them

- Visualize the most important/complex processes e.g. as decision swimlanes and make them available for everyone e.g. on a project Wiki page

Benchmark against data from previous years

- Where has the time been spent, what kind of project has it been, and what has been the end result?

Pay attention to clear reporting, e.g. regarding your result and use of time

- Track your efforts closely so you can analyze the data and identify opportunity for improvement

- This is one of the most important factors when selling / delivering projects in the real world

- It is also one of the hardest thing to get right for many teams

Carefully allocate your use of time

- E.g. arrange meetings with just the required people → save efforts and frustration from others → budget you can allocate elsewhere

TIPS FOR ACHIEVING HIGH QUALITY 3/3

Communication: for speed and comprehension, the following applies

- Face-to-face > video conferencing > phone call > instant messaging > email > regular mail > messages in a bottle > assuming that the teammate / client / any counterpart already knows and understands

Take full use of external testers

- Outsider can take a fresh / new perspective

- Closely limit the scope of testing to get the most relevant results

For reporting, consider how, what, and most of all WHY

- Course requirements must be met even in case of simplifying the approach in some regard

- A picture is worth a thousand words, e.g. when presenting the technical architecture

- E.g. the commonly used LOC metric (Lines Of Code), what is the targeted message?

  – High number = high amount of poor quality code and few functiona, or

  – Low number = little amount of high quality code and many functions

  – In extreme cases, code refactoring can reduce the LOC → does the plain LOC metric say the work been counterproductive?

Put effort in preparing your project demos!

- Practice in advance (demo dry-runs)