

[\[ Team LiB \]](#)

- [Table of Contents](#)

**Software Development for Small Teams: A RUP-Centric Approach**

By [Gary Pollice](#), [Liz Augustine](#), [Chris Lowe](#), [Jas Madhur](#)

Publisher: Addison  
Wesley  
Pub Date: January 02,  
2004  
ISBN: 0-321-19950-  
2  
Pages: 304

[Copyright](#)

[Praise for Software Development for Small Teams](#)

[The Addison-Wesley Object Technology Series](#)

[The Component Software Series](#)

[Foreword](#)

[Preface](#)

[About This Book](#)

[Who Should Read This Book?](#)

[Acknowledgments](#)

[Chapter 1. In the Beginning](#)

[Meet the Team](#)

[What's Next?](#)

[Chapter 2. Using a Development Process on a Small Project](#)

[What Is a Small Project?](#)

[What About Process on a Small Project?](#)

[Getting Started with RUP](#)

[Techniques for Involving the Team](#)

[Staying on Track](#)

[For More Information](#)

[Summary](#)

[Chapter 3. People, Process, and Tools](#)

[People](#)

[Process](#)

[Tools](#)

[What Can Go Wrong?](#)

[Summary](#)

[Chapter 4. Getting Started: The Project Members Become a Team](#)

[Coalescing into a Team](#)

[Writing the Development Case](#)

[Reporting on Our Progress](#)

[Creating an Iteration Plan for Inception](#)

[Summary](#)

[Chapter 5. Inception: We Start to Make Progress](#)

[The Vision: Setting Our Goals](#)

[Working with and Managing Requirements](#)

[Defining the Initial Use Cases](#)

[Project Management](#)

[Setting Up a Development Environment](#)

[Iteration Evaluation](#)

[This Sure Sounds Like Waterfall](#)

[Summary](#)

[Chapter 6. Elaboration: We Create the Framework](#)

[Elaboration Phase Goals](#)

[Creating Tests and Test Plans](#)

[Creating the PSP Tools Architecture](#)

[Changes to the Tool Environment](#)

[Deferring Database Creation](#)

[Scope Management: Cut Early and Often](#)

[What Do You Mean You Can't Install The Product?](#)

[Assessing the Elaboration Phase](#)

[Summary](#)

[Chapter 7. Elaboration Details](#)

[Beginning the Elaboration Phase](#)

[The PSP Tools User Interface](#)

[The PSP Tools Database](#)

[Unit Testing](#)

[Summary](#)

[Chapter 8. Construction: We Build PSP Tools](#)

[Adjusting the Environment Again](#)

[Construction Phase Goals](#)

[Construction Phase Planning: The Project Heartbeat](#)

[Implementation Accelerates](#)

[Moving Forward in the Construction Phase](#)

[Why Did Development Speed Up?](#)

[Remaining Construction Phase Iterations](#)

[Everyone Needs a Friend Sometimes: Programming in Pairs](#)

[Testing During the Construction Phase](#)

[Anticipating Change of Team Membership](#)

[Summary](#)

[Chapter 9. Construction Details](#)

[Fine-Tuning the User Interface](#)

[Finishing the Database](#)

[Testing](#)

[Summary](#)

[Chapter 10. Transition: We Deliver PSP Tools](#)

[What Is the Transition Phase?](#)

[Making the Transition to the Transition Phase](#)

[Goals of the Transition Phase](#)

[What About Requirements?](#)

[Code Changes During the Transition Phase](#)

[The Importance of Independent Testers](#)

[Packaging the Product](#)

[Training the Users](#)

[Are We Done Yet?](#)

[Summary](#)

[Chapter 11. Post-Mortem: How Will We Improve the Next Version?](#)

[Benefits of Conducting a Post-Mortem](#)

[Conducting a Post-Mortem Review](#)

[Our Post-Mortem Review](#)

[Tidying Up for the Next Project Team](#)

[The Changing Landscape](#)

[The Future of PSP Tools](#)

[Summary](#)

[Appendix A. An Introduction to the Rational Unified Process \(RUP\)](#)

[The Gateway to RUP](#)

[RUP Key Concepts](#)

[RUP Milestones](#)

[Summary](#)

[Appendix B. Overview of the Personal Software Process \(PSP\)](#)

[The Personal Software Process](#)

[Goals and Focus](#)

[Conclusion](#)

[Appendix C. Introduction to eXtreme Programming \(XP\)](#)

[The Primary Values](#)

[XP Practices](#)

[Recommended Reading](#)

[Books](#)

[Articles](#)

[Video:](#)

[\[ Team LiB \]](#)