

Common Template for Software Development Process Patterns¹

Michael Gnatz, Frank Marschall, Gerhard Popp, Andreas Rausch, Wolfgang Schwerin

Institut für Informatik
Technische Universität München
Arcisstraße 21
80290 München, Germany
(gnatzm|marschall|popp|rausch|schwerin)@in.tum.de

The template described in this document serves as one possibility to document a process model according to our proposal of a common process meta-model (Gnatz, Marschall, Popp, Rausch, Schwerin: A Common Meta-Model for a Living Software Development Processes).

Name: Name of the software development process pattern.

Also Known As: Other names for the pattern, if any are known.

Author: The names of the authors of the pattern.

Intent: A concise summary of the pattern's intention and rationale.

Problem: The development issue or problem the pattern addresses, including a discussion of the associated forces. If possible, a scenario or a real world example is provided demonstrating the existence of the problem and the need for the pattern.

Context: The situation or state of a development project in which the process pattern may be applicable. The context comprises according to our common meta model the state of the required work artefact structure to apply the pattern – i.e. the initial and result state of the work artefact structure. Furthermore also external circumstances, influences and specific applicability promoters have to be considered here.

Solution: The suggested development process artefact including the development activities within the process pattern. The proposed solution may be described using textual as well as graphical description techniques.

Consequences: The benefits the pattern provides, and any potential liabilities.

Known Uses: Known uses of the pattern in development projects. These application examples illustrate the acceptance and usefulness of the pattern, and may provide practical guidelines, hints and techniques useful to apply the pattern, but also mention counter-examples and failures.

See Also: References to patterns that solve similar problems and to patterns that help us refine the pattern we are describing. Not pattern-based sources may also be referenced.

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