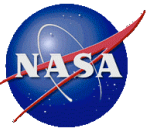# WELCOME

Technical Face-to-Face

Pasadena, California

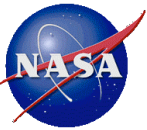Oct 24, 2006

http://pds.nasa.gov
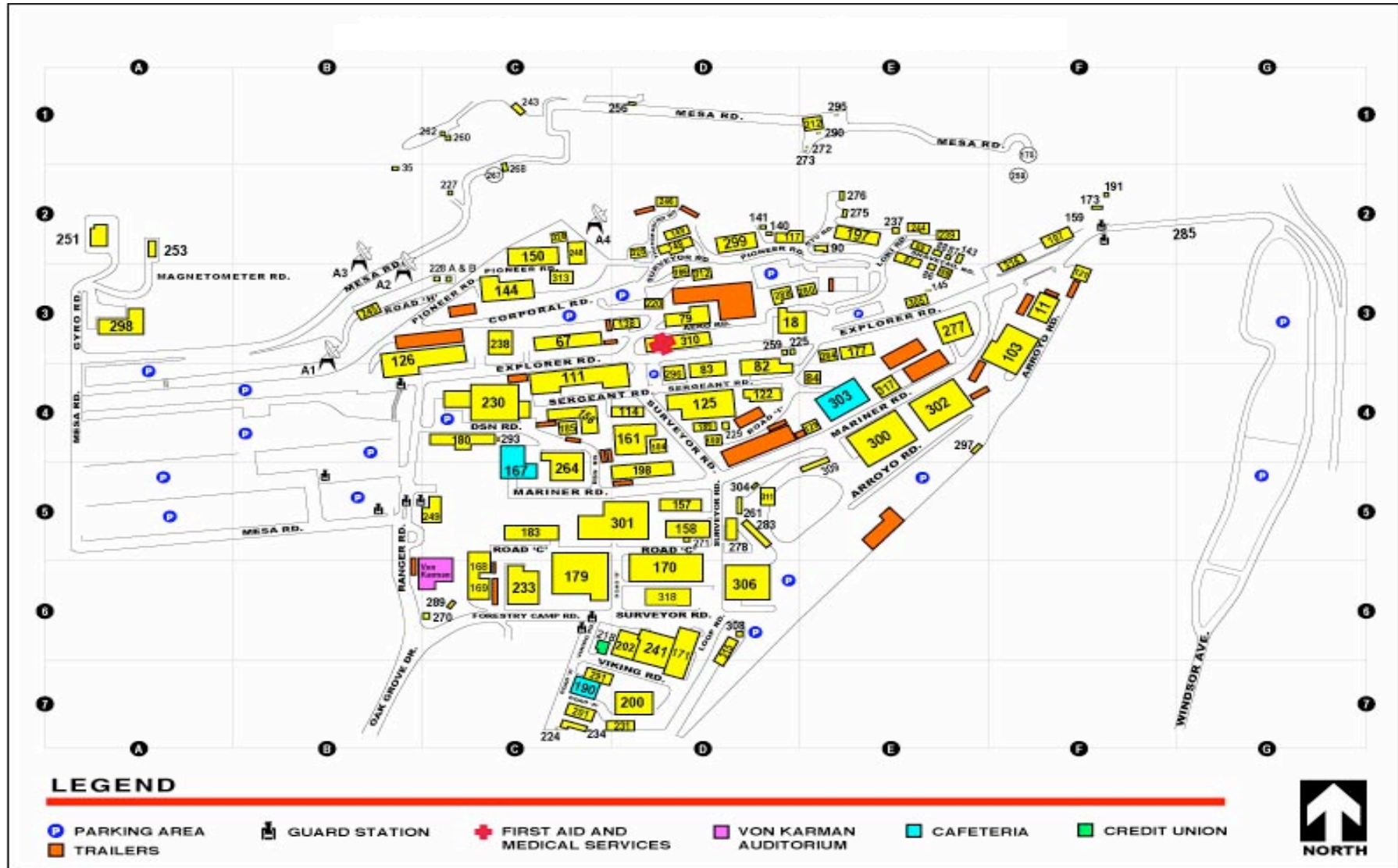
# Welcome

- **Logistics**
  - Restrooms
  - Escorts
  - Wireless Access
    - Guest wireless service
  - Telecon Line
  - Time Keeper
  - Snacks
  - Lunch
  - Group Dinner
  - Other?
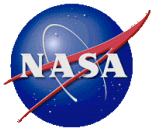    - Copier, FAX, etc -- See Emily or me

- **Introductions**
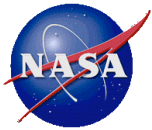
**Meeting Room (171-246)**
**JPL Cafeterias (167, 190, 303)**

| | |
|---|---|
| Check-in Visitor Control | 8:30 AM |
| Introductions, logistics, agenda review | 9:00 AM – 9:15 AM |
| VTool – Phase I status, standards issues, etc for planning Phase II | 9:15 AM – 10:00 AM |
| **BREAK** | 10:00 AM – 10:15 AM |
| VTool – Phase II use case/capabilities discussion | 10:15 AM – 11:30 AM |
| **LUNCH** | 11:30 AM – 1:00 PM |
| VTool – Phase II requirement identification and discussion | 1:00 PM – 2:30 PM |
| VTool – Phase II summary actions, decisions, timeline and release scoping | 2:30 PM – 3:15 PM |
| **BREAK** | 3:15 PM – 3:30 PM |
| Label design tool – Use case/capabilities discussion | 3:30 PM – 5:00 PM |
| Group Dinner | 6:45 PM |

| | |
|---|---|
| Check-in Visitor Control | 8:15 AM |
| Agenda review | 8:30 AM – 8:45 AM |
| Label design tool – continue use case/capabilities discussion | 8:45 AM – 9:30 AM |
| Label design tool – requirements identification and discussion | 9:30 AM – 10:30 AM |
| **BREAK** | 10:30 AM – 10:45 AM |
| Label design tool – Summary actions, decisions, timeline and release scoping | 10:45 AM – 12:00 PM |
| **LUNCH** | 12:00 PM – 1:30 PM |
| Data Integrity WG Report (Use Cases, Requirements, PDS Needs) | 1:30 PM – 3:30 PM |
| **BREAK** | 3:30 PM – 3:45 PM |
| Data Integrity – Implementation planning<br>            Policy recommendation<br>            Standards/implementation plan | 3:45 PM – 4:30 PM |
| Data Integrity – Summary actions, decisions, timeline | 4:30 PM – 5:00 PM |
| Adjourn | 5:00 PM |
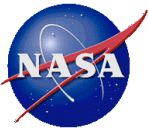
- **NASA Requirements Levels**
  - Level 1    Customer Requirements are the sponsoring organization or program derived and allocated requirements on the project.
  - Level 2    Project Requirements are the derived project functionality and the allocated functions to each system.
  - Level 3    System Requirements are the derived system functionality and the allocated functions to each subsystem.
  - Level 4    Subsystem Requirements are the derived subsystem functionality and the allocated functions within elements of that subsystem.
  - Level 5    and below requirements are defined similarly as derived sub-elements and allocated functions for the parts within each sub-element

- **PDS Requirements**
  - PDS Level 1 – 3 approved by MC (August 2006)
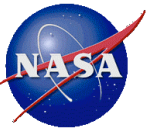
- **Level 4 Requirements**
    - Used general set of use cases to scope an area
        - VTOOL Phase II
        - Label Design
        - Data Integrity
    - Derived level 4 requirements from use cases

- **Level 5 Requirements**
    - Derived from the level 4 requirements
    - Use cases can help to specifically identify user centric requirements/needs/scenarios
        - This can also help to drive the test plan (although we want to tie tests back to specific requirements that are being tested)
    - Should be a requirement that can be implemented and tested
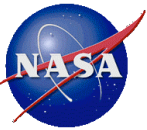
# Tech Session Success Criteria

- Start with the MC action

- Identify a foundational set of level 4 requirements for each area

- Identify the implementation plan
  - Scope
  - Timeline
  - Actions/Dependencies/etc

- EN goal is to get a good set of level 4s first, and then delve into the level 5s

- Will brief MC on requirements and plan at November F2F

- NOTE: We want to use the F2F opportunity so we encourage discussion (over "show and tell").
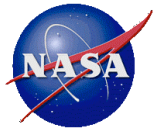
# Backup Slides
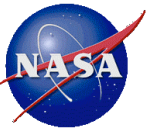
# Use Cases

- Use Cases
  - Defines a goal oriented set of interactions between external actors and the system under consideration
  - Captures who (actor) does what (interaction) with system, for what purpose (goal)
  - A complete set of use cases specifies all the different ways to use the system
    - Defines all behavior required of the system, bounding the scope
    - Helps to specifically identify user centric needs/scenarios