

RESOURCE MANAGEMENT IN JIRA

 **BIGPICTURE**

SOFTWAREPLANT PRODUCTS



WATERFALL AND AGILE MANAGEMENT

SUPPORTING SOLUTIONS



EXTENSION FOR ENTERPRISES



WATERFALL ONLY, ALTERNATIVE TO BIGPICTURE



CUSTOM FIELDS, REPORTING



TEMPLATING AND EXPORTING

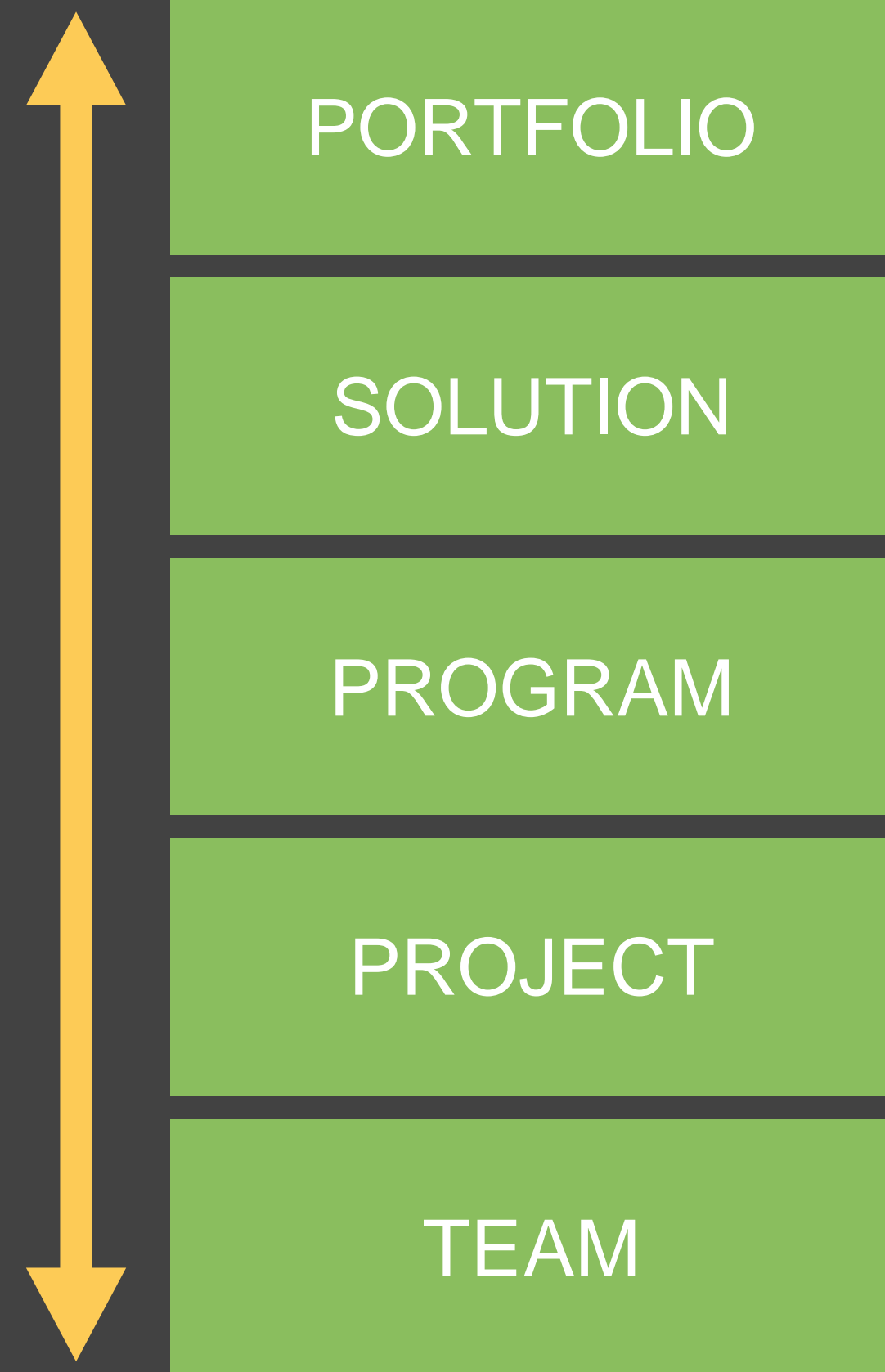


PROJECT TRIANGLE



WATERFALL VS AGILE

less agile
more waterfall



fully agile

- MORE
 - resource planning
 - fragile plans
 - corporate policy
 - dependencies
- LESS



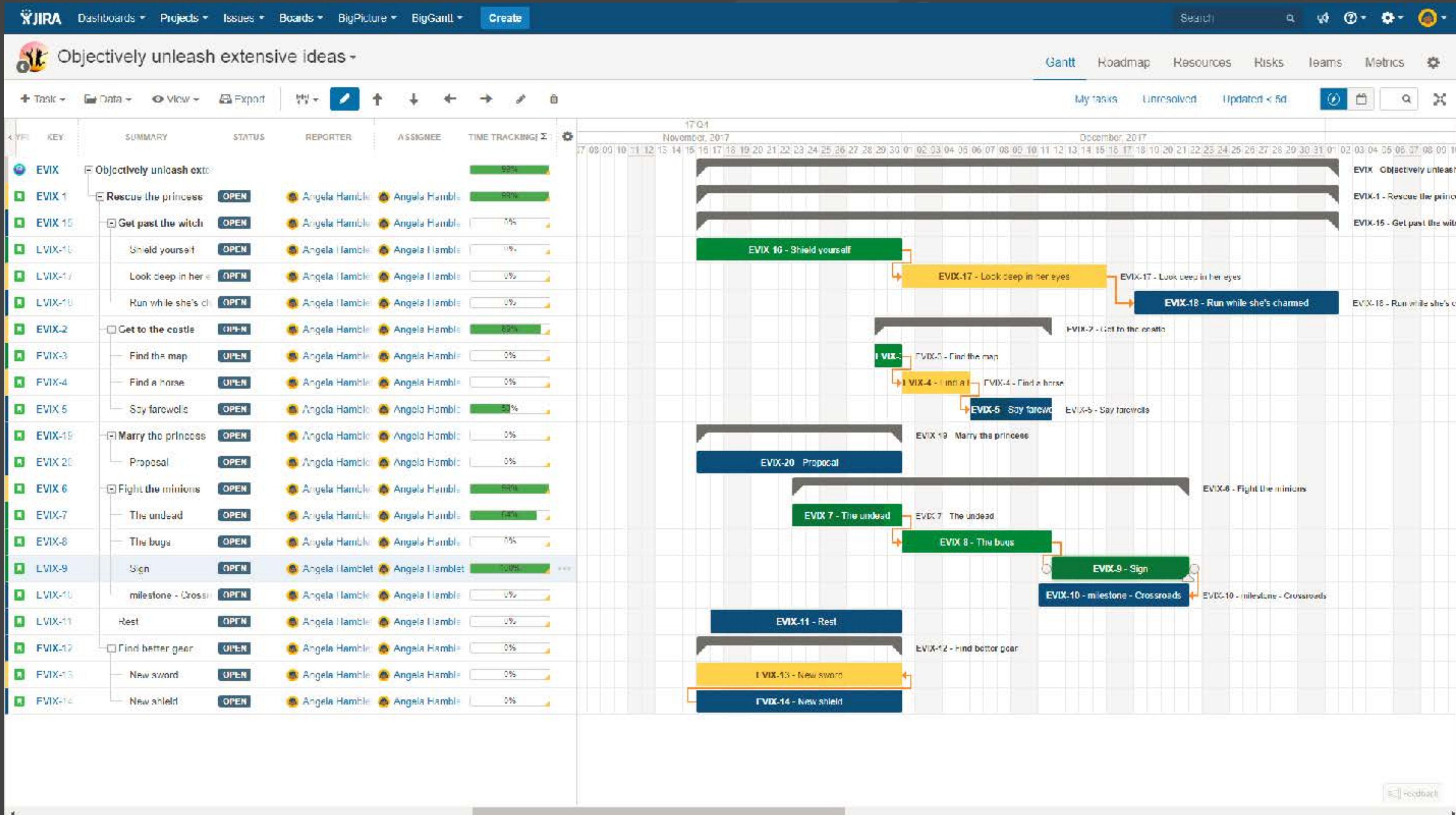
PROGRAM MANAGER



A screenshot of the JIRA Program Manager interface. The top navigation bar includes "JIRA", "Dashboards", "Projects", "Issues", "Boards", "BigPicture", "BigGantt", and "Create". The main header shows "Welcome to BigPicture" and navigation links for "Program Manager", "Global Teams", "Documentation", and "Administration". Below the header, there are filters for "Add new Program", "Sort", and view options: "Tiles", "List", "Gantt", and "Timeline". The main content area is divided into three columns: "NEW", "STARTED", and "CLOSED". Each column contains program cards with progress indicators, titles, descriptions, and program leader information. The footer includes the Atlassian logo and version information: "Atlassian JIRA Project Management Software (v7.5.0) [75005] (sha1:1d3c819) - About JIRA - Report a problem".



GANTT CHART



RISKS



JIRA Dashboards Projects Issues Boards BigPicture BigGantt Create

Objectively unleash extensive ideas

Gantt Roadmap Resources Risks Teams Metrics

+ Risk View Sort Export My tasks Unresolved Updated < 5h

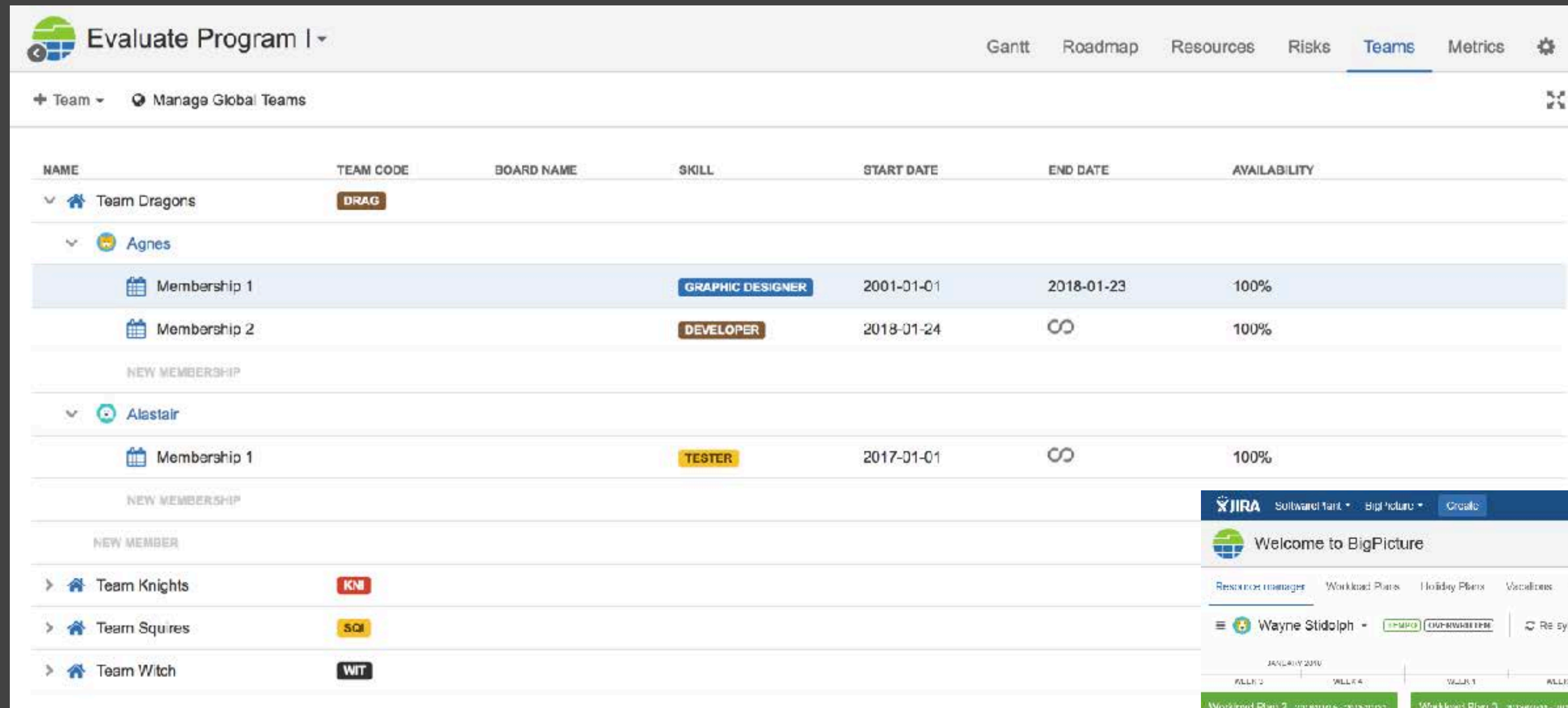
Probability	LOW	MEDIUM	HIGH	SEVERE
VERY HIGH				EVIX-8 The bugs
HIGH		EVIX-3 Find the map		
MEDIUM				
LOW		EVIX-9 Sign		
ALMOST NONE	EVIX-2 Get to the castle EVIX-5 Fight the minions		EVIX-7 The undead	EVIX-4 Find a horse

TYPE	RISK KEY	SUMMARY	ASSIGNEE	STATUS	PROBABILITY	CONSEQUENCE		
Story	EVIX-3	Find the map	Angela Hambleton	OPEN	High	Medium	Edit	Delete
Story	EVIX-4	Find a horse	Angela Hambleton	OPEN	Almost none	Severe	Edit	Delete
Story	EVIX-2	Get to the castle	Angela Hambleton	OPEN	Almost none	Low	Edit	Delete
Story	EVIX-7	The undead	Angela Hambleton	OPEN	Almost none	High	Edit	Delete
Story	EVIX-8	The bugs	Angela Hambleton	OPEN	Very high	Severe	Edit	Delete
Story	EVIX-9	Sign	Angela Hambleton	OPEN	Low	Medium	Edit	Delete



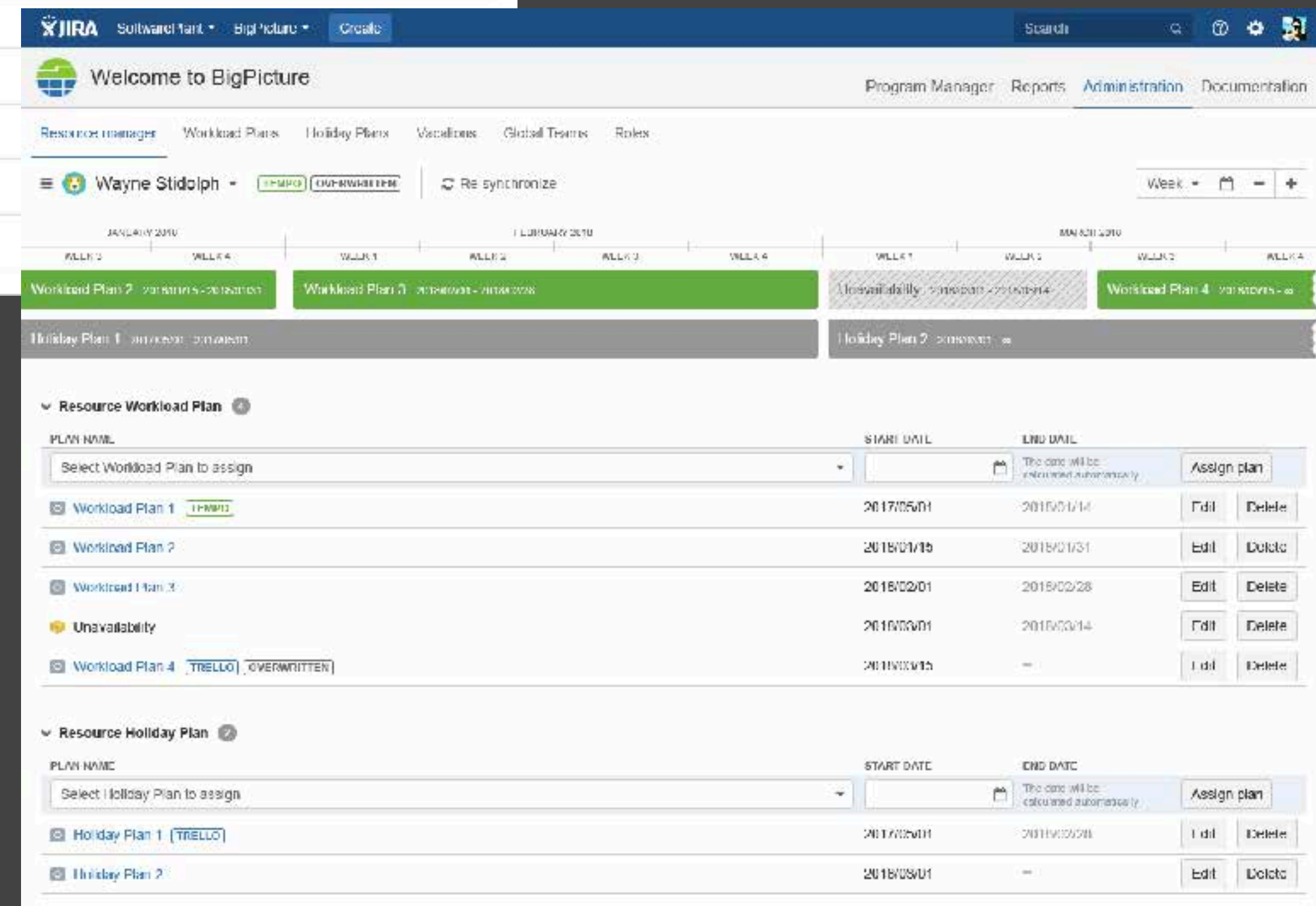
RESOURCES & TEAMS

- Resources capacity based on Holiday / Workload plans



The screenshot shows the 'Evaluate Program' interface with a 'Teams' tab selected. It displays a list of teams and their members. The table has columns for NAME, TEAM CODE, BOARD NAME, SKILL, START DATE, END DATE, and AVAILABILITY.

NAME	TEAM CODE	BOARD NAME	SKILL	START DATE	END DATE	AVAILABILITY
Team Dragons	DRAG					
Agnes						
Membership 1			GRAPHIC DESIGNER	2001-01-01	2018-01-23	100%
Membership 2			DEVELOPER	2018-01-24	∞	100%
NEW MEMBERSHIP						
Alastair						
Membership 1			TESTER	2017-01-01	∞	100%
NEW MEMBERSHIP						
NEW MEMBER						
Team Knights	KN					
Team Squires	SQ					
Team Witch	WIT					



The screenshot shows the JIRA interface for resource management. It displays a calendar view for Wayne Stidolph with workload and holiday plans. Below the calendar, there are sections for 'Resource Workload Plan' and 'Resource Holiday Plan' with a table of plan details.

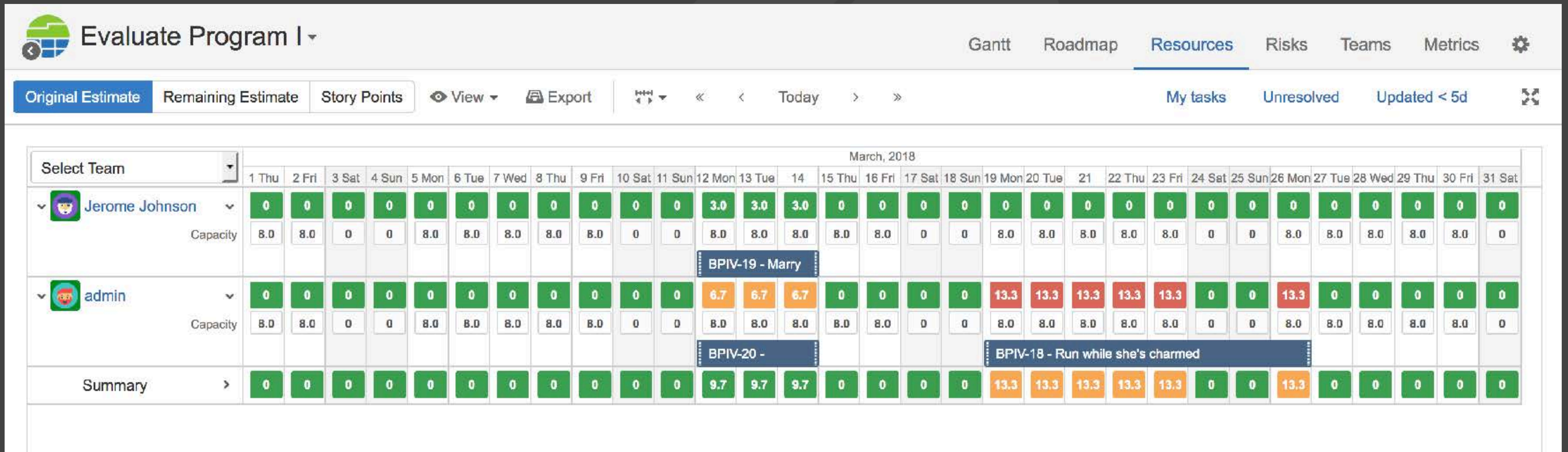
PLAN NAME	START DATE	END DATE		
Select Workload Plan to assign		The date will be calculated automatically.	Assign plan	
Workload Plan 1 (TEMP)	2017/05/01	2018/01/14	Edit	Delete
Workload Plan 2	2018/01/15	2018/01/31	Edit	Delete
Workload Plan 3	2018/02/01	2018/02/28	Edit	Delete
Unavailability	2018/02/01	2018/02/14	Edit	Delete
Workload Plan 4 (TRELLO) (OVERWRITTEN)	2018/03/15	-	Edit	Delete

PLAN NAME	START DATE	END DATE		
Select Holiday Plan to assign		The date will be calculated automatically.	Assign plan	
Holiday Plan 1 (TRELLO)	2017/02/01	2018/02/28	Edit	Delete
Holiday Plan 2	2018/03/01	-	Edit	Delete

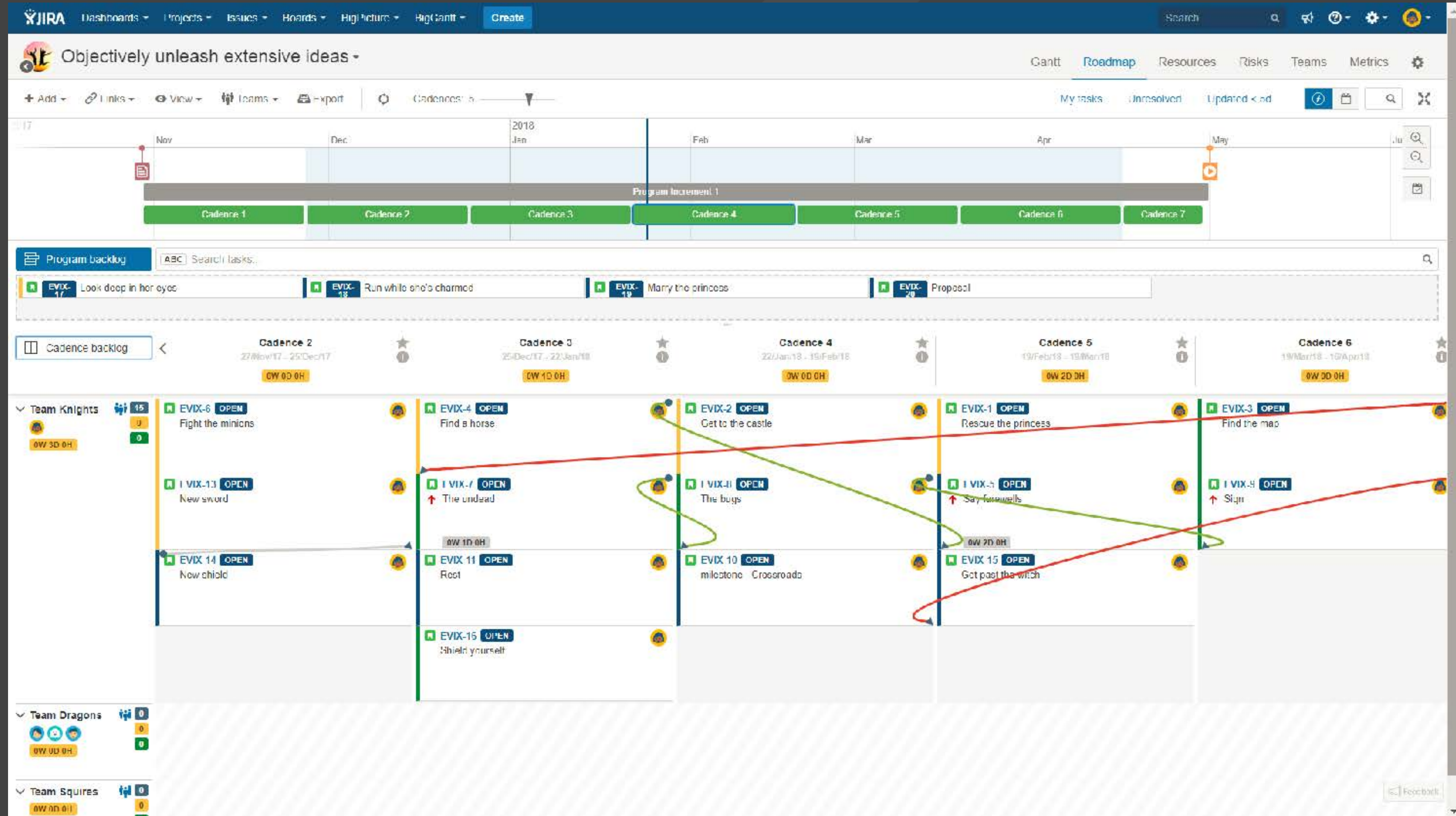
- Local and global teams
- Tempo integration



RESOURCES ALLOCATION VIEW



ROADMAP (aka BOARD)



UPCOMING FEATURES

TEAM ALLOCATION VIEW

IN DEVELOPMENT

Evaluate Program I

Gantt Roadmap **Resources** Risks Teams Metrics

Original Estimate Remaining Estimate Story Points View Export Today My tasks Unresolved Updated < 5d

Select Team	March, 2018						
	Mon, Mar 12	Tue, Mar 13	Wed, Mar 14	Thu, Mar 15	Fri, Mar 16	Sat, Mar 17	Sun, Mar 18
Jerome Johnson 9/40 WEEKLY Capacity	3.0 8.0	3.0 8.0	3.0 8.0	0 8.0	0 8.0	0 0	0 0
BPIV-19 - Marry the princess							
admin 20/40 WEEKLY Capacity	4.0 8.0	4.0 8.0	4.0 8.0	4.0 8.0	4.0 8.0	0 0	0 0
BPIV-20 - Proposal							
Summary	7.0	7.0	7.0	4.0	4.0	0	0



TEAM ALLOCATION VIEW

IN DEVELOPMENT

Evaluate Program I ▾

Gantt Roadmap **Resources** Risks Teams Metrics ⚙

Original Estimate Remaining Estimate Story Points View ▾ Export

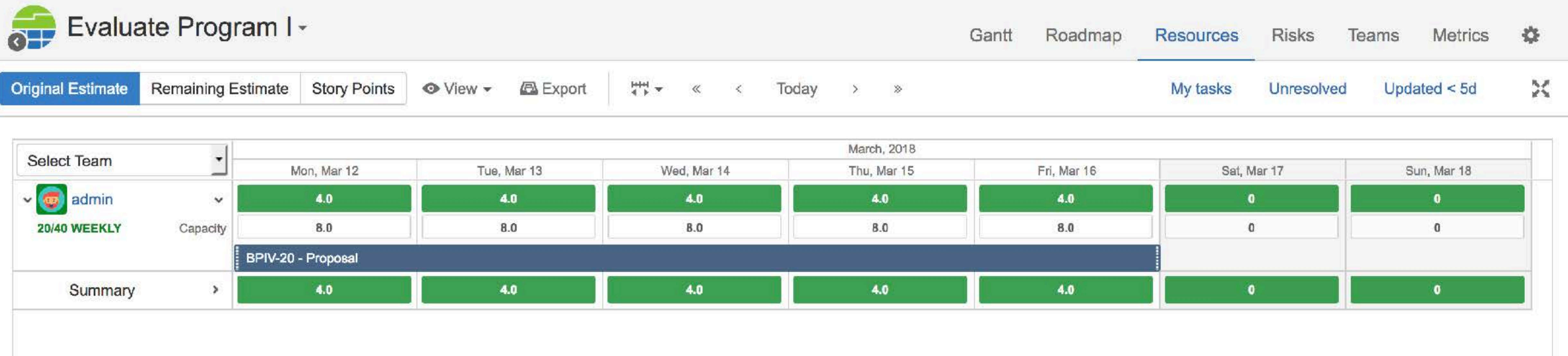
My tasks Unresolved Updated < 5d

Select Team	March, 2018						
	Mon, Mar 12	Tue, Mar 13	Wed, Mar 14	Thu, Mar 15	Fri, Mar 16	Sat, Mar 17	Sun, Mar 18
Team Dragons Capacity	3.0 16.0	3.0 16.0	3.0 16.0	0 16.0	0 16.0	0 0	0 0
BPIV-19 - Marry the princess							
Team Knights Capacity	4.0 24.0	4.0 24.0	4.0 24.0	4.0 24.0	4.0 24.0	0 0	0 0
BPIV-20 - Proposal							
Summary	7.0	7.0	7.0	4.0	4.0	0	0



HOUR CONTOURING

IN DEVELOPMENT



HOUR CONTOURING

IN DEVELOPMENT

Program I ▾

Gantt

Roadmap

Resources

Remaining Estimate

Story Points

View ▾

Export



Today



My tasks

March, 2018						
	Mon, Mar 12	Tue, Mar 13	Wed, Mar 14	Thu, Mar 15	Fri, Mar 16	Sa
▼	4.0	4.0	4.0	4.0	4.0	
Capacity	8.0	8.0	8.0	8.0	8.0	
BPIV-20 - Proposal						
>	4.0	4.0	4.0	4.0	4.0	



HOUR CONTOURING

NEW DEVELOPMENT

Program I ▾

Gantt

Roadmap

Resources

Remaining Estimate

Story Points

View ▾

Export



Today



My tasks

March, 2018

Mon, Mar 12

Tue, Mar 13

Wed, Mar 14

Thu, Mar 15

Fri, Mar 16

Sa



4.0

4.0

4.0

4.0

4.0

Capacity

8.0

8.0

8.0

8.0

8.0

BPIV-20 - Proposal



4.0

4.0

4.0

4.0

4.0



HOUR CONTOURING

NEW DEVELOPMENT

Program I ▾

Gantt

Roadmap

Resources

Remaining Estimate

Story Points

View ▾

Export



Today



My tasks

March, 2018					
	Mon, Mar 12	Tue, Mar 13	Wed, Mar 14	Thu, Mar 15	Fri, Mar 16
Capacity	8.0	8.0	4.0	0.0	0.0
	8.0	8.0	8.0	8.0	8.0
BPIV-20 - Proposal					
	4.0	4.0	4.0	4.0	4.0



ABSENCE PLANS

The screenshot displays the JIRA Absence Plans interface. At the top, there's a navigation bar with 'Welcome to BigPicture' and various menu items like 'Program Manager', 'Reports', 'Administration', and 'Documentation'. Below this, there are tabs for 'Resource manager', 'Workload Plans', 'Holiday Plans', 'Absence Plans', 'Global Teams', and 'Rules'. The 'Absence Plans' tab is active, showing filters for 'Resource: All', 'Global Team: All', and 'Program: All'. The main content area is divided into two sections: 'Accepted plans overview' and 'Pending requests'. The 'Accepted plans overview' section shows a grid of 12 monthly calendars from January to December, with some dates highlighted in orange. The 'Pending requests' section is a table with columns for 'RESOURCE', 'ABSENCE NAME', 'START DATE', 'END DATE', 'UPDATED', 'TEAM', and 'ACTIONS'. It lists several requests, including business trips and holidays, with 'Accept' and 'Reject' buttons for each. The 'Recently accepted requests' section at the bottom shows a similar table for requests that have been approved.

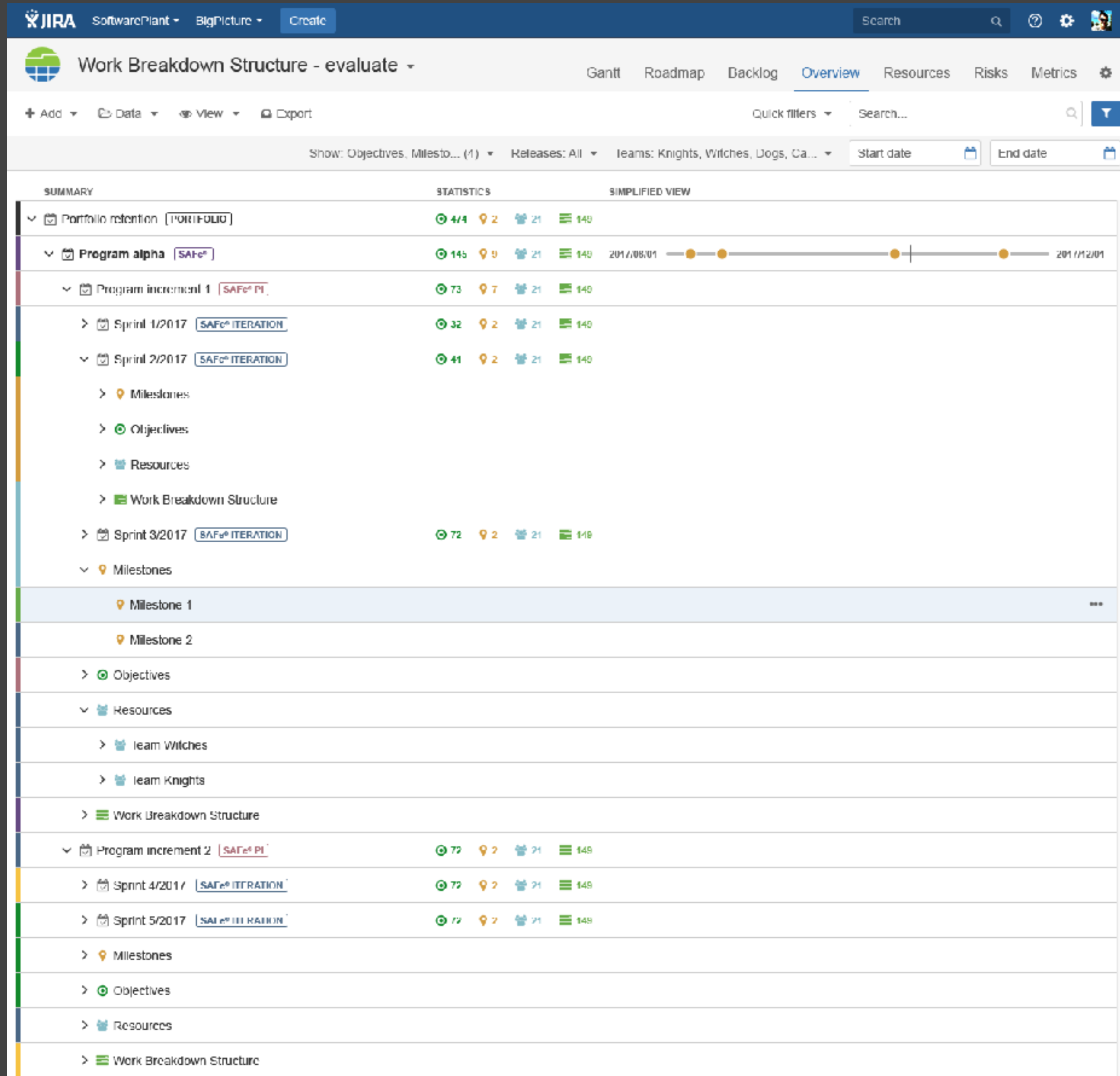
RESOURCE	ABSENCE NAME	START DATE	END DATE	UPDATED	TEAM	ACTIONS
Elliot Osborne	Business trip to Warsaw	YYYY/MM/DD	YYYY/MM/DD	YYYY/MM/DD	Wilches Warriors	Accept Reject
Elliot Osborne	Holiday 2017	YYYY/MM/DD	YYYY/MM/DD	YYYY/MM/DD	Wilches Warriors	Accept Reject
Angelica Audley	Business trip to Warsaw	YYYY/MM/DD	YYYY/MM/DD	YYYY/MM/DD	Knights	Accept Reject
Kristina Winter	Holiday 2017	YYYY/MM/DD	YYYY/MM/DD	YYYY/MM/DD	Wilches Knights	Accept Reject
Angelica Audley	Holiday 2017	YYYY/MM/DD	YYYY/MM/DD	YYYY/MM/DD	Knights	Accept Reject
Phyllis Morris	Holiday 2017	YYYY/MM/DD	YYYY/MM/DD	YYYY/MM/DD	Warriors	Accept Reject

- Absence plans are: personal holidays, sick leaves, business trips
- Build upon JIRA projects
- Accepting / rejecting applications

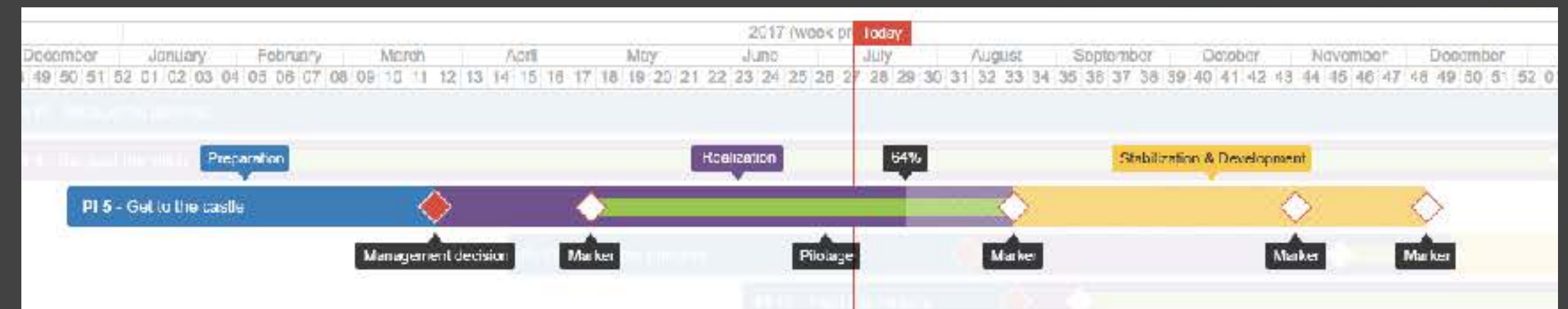


PORTFOLIO VIEW

IN DEVELOPMENT



- Hierarchy of your programs / projects / ARTs
- Data aggregation on each level
- Variety of projects: Agile, SAFe, Hybrid and Waterfall



SAFe ROADMAP

ALREADY ON CLOUD!

The screenshot displays the JIRA Agile Release Train 1 Roadmap view. The interface includes a top navigation bar with 'SoftwarePlant', 'BigPicture', and 'Create' options. Below this, the 'Agile Release Train 1' header shows various view options like 'Gantt', 'Roadmap', 'Board', 'Backlog', 'Resources', 'Risks', 'Metrics', and 'Reports'. The main area is divided into four columns representing Program Increments 1 through 4, each with a progress indicator (88%, 38%, 38%, and 11% respectively). Each increment contains a 'BACKLOG' and 'OBJECTIVES' section with various tasks and their completion status. A 'Knights' team is also visible at the bottom with an 84% completion rate. The interface is clean and organized, providing a clear overview of the project's progress and upcoming tasks.

Program Increment	Progress	Backlog Count	Objectives Count
Program Increment 1	88%	11	23
Program Increment 2	38%	14	20
Program Increment 3	38%	14	20
Program Increment 4	11%	11	23



SAFe ART BACKLOG

IN DEVELOPMENT

JIRA SoftwarePlant - BigPicture - Create Search

Agile Release Train 1 Gantt Roadmap Board Backlog Resources Risks Metrics Reports

Epic planning Feature planning Team planning Edit mode Flat view Export/Import My tasks Unresolved Updated < 5d

Backlog


Program increment 1, Pro... Program increment 2: 01/02/2018 - 31/03/2018 74/60 Program increment 3: 01/04/2018 - 30/06/2018 2/110

Cadence 1, Cadence 2, C... Cadence 1 49/50 Cadence 2 74/60 Cadence 3 18/45 Cadence 4 64/70 Cadence 1 2/110 Program increment 2 13/98

Knights, Witches, Owls, R... 26 issues in scope: Program increment 1 x Program increment 2 x Program increment 4 x Knights x Witch x Owls x Robots x Cats x Clear all

KEY	SUMMARY	PROGRAM INCREMENT	CADENCE	TEAM	DURATION	COST OF DELAY	WSJF
MARKETING-12	Perform running tests	Program increment 2			2	10	5
LID-650	Legs test with knees and ankles bending	Program increment 2	Cadence 1	Knights			
LID-65	Adjusting balance in upright position	Program increment 2	Cadence 4	Knights			
SOFT-14	Program running speeds from jogging to sprinting	Program increment 2	Cadence 2	Robots			
MARKETING-334	Come up with dance choreography	Program increment 4			2	10	5
MARKETING-6	Learn to waltz like a ballroom dancer	Program increment 4	Cadence 4	Knights			
LIB-43	Move like a rockstar with a microphone	Program increment 4	Cadence 1	Cats			
SOFT-76	Slide in a moonwalk fashion	Program increment 4	Cadence 2	Owls			
SOFT-22	Design facial expressions	Program increment 1			2	10	5
BIG-113	Show angry face	Program increment 1	Cadence 1	Knights			
OWL-998	Look happy with a wide smile and arms wide open	Program increment 1	Cadence 1	Cats			
MOTHER-23	Move eyebrows like a sceptic in disbelief	Program increment 1	Cadence 1	Owls			
SOFT-22	Develop personality traits	Program increment 1			2	10	5
MARKETING-345	Talk about reliability at work	Program increment 1	Cadence 2	Knights			
SOFT-8	Speak up as to encourage action	Program increment 1	Cadence 1	Cats			
OWL-76	Move eyebrows like a sceptic in disbelief	Program increment 1	Cadence 1	Owls			
SOFT-42	Establish reactions to different emotions	Program increment 1			2	10	5

Chests 72/90
Knights 14/90
Dwartz 94/98
Witch 18/98
Dogs 14/67
Owls 59/64
Robots 14/90
Cats 34/90



AGILE PRACTICES, ENTERPRISE SCALE



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