

Scope	
initial scope	500
definition of done (percentage)	0.995

Cost	
weekly resource unit cost	1000

Resources	
initial project WF	20
WF adjustment time	1
priority to QA	1
priority to RW	1
priority to IC	1
initial workforce productivity	1

Process Constraints	
minimum IC duration	1
minimum QA duration	1
minimum RW duration	1

Rework and Ripple Effects	
base rework fraction	0.2
base ripple effect strength	0

Deadline	
deadline flexibility	0
planned projed duration fraction used to adjust release productivity	0.5

Project Controls	
% OT Policy	0.3333
% WF Policy	0.3333
% WI Policy	0.3333

Work Forecasting	
relative effort for QA	1
estimated rework fraction	0.2
time to preceive scope growth	0.125
forecast rework fraction adjustment time	0.125
switch for progress-based estimate	1

Input Initial Deadline	65
maximum workweek	1000
maximum work intensity	1000
maximum workfroce	1000
fraction of additional work due to OT that requires rework	0
fraction of correct work fraction lost due to unoriented WF	0
fraction of additioal work due to WI that requires rework	0
normal OT ratio	1
normal work intensity	1
intensity application delay	0.125
WF application delay	6
overtime application delay	2
standard work week	40
OT adaption time	4
sustained OT level to get 0 net output	1000
initial WI	1
WF orientation time	1

Bumps

Ripple effect bump switch	0
Ripple effect bump magnitude	5
Ripple effect bump start	50
Ripple effect bump end	75

Rework fraction bump switch	0
Rework fraction bump magnitude	0.2
Rework fraction bump start	10
Rework fraction bump end	30

Scope change switch	1
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New tasks created by scope change	100
Week new tasks area added	30

fraction of effort done for tasks in QA	0.5
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Scope		Cost	
initial scope	500	weekly resource unit cost	1000
definition of done (percentage)	0.995		

Resources		Process Constraints	
initial project WF	20	minimum IC duration	1
WF adjustment time	1	minimum QA duration	1
priority to QA	1	minimum RW duration	1
priority to RW	1		
priority to IC	1		
initial workforce productivity	1		

Rework and Ripple Effects		Deadline	
base rework fraction	0.2	deadline flexibility	0
base ripple effect strength	0	planned projed duration fraction used to adjust release productivity	0.5

Project Controls		Work Forecasting	
% OT Policy	0.333	relative effort for QA	1
% WF Policy	0.333	estimated rework fraction	0.2
% WI Policy	0.333	time to preceive scope growth	0.125
Input Initial Deadline	65	forecast rework fraction adjustment time	0.125
maximum workweek	1000	switch for progress-based estimate	1
maximum work intensity	1000		
maximum workfroce	1000		
fraction of additional work due to OT that requires rework	1		
fraction of correct work fraction lost due to unoriented WF	1		
fraction of additioal work due to WI that requires rework	1		
normal OT ratio	1		
normal work intensity	1		
intensity application delay	0.125		
WF application delay	0.125		
overtime application delay	0.125		
standard work week	40		
OT adaption time	4		
sustained OT level to get 0 net output	1000		
initial WI	1		
WF orientation time	1		

Bumps

Ripple effect bump switch	0
Ripple effect bump magnitude	5
Ripple effect bump start	50
Ripple effect bump end	75

Rework fraction bump switch	0
Rework fraction bump magnitude	0.2
Rework fraction bump start	10
Rework fraction bump end	30

Scope change switch	1
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Scope		Cost	
initial scope	500	weekly resource unit cost	1000
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Resources		Process Constraints	
initial project WF	20	minimum IC duration	1
WF adjustment time	1	minimum QA duration	1
priority to QA	1	minimum RW duration	1
priority to RW	1		
priority to IC	1		
initial workforce productivity	1		

Rework and Ripple Effects		Deadline	
base rework fraction	0.2	deadline flexibility	0
base ripple effect strength	0	planned projed duration fraction used to adjust release productivity	0.5

Project Controls		Work Forecasting	
% OT Policy	0	relative effort for QA	1
% WF Policy	0	estimated rework fraction	0.2
% WI Policy	0	time to preceive scope growth	0.125
Input Initial Deadline	65	forecast rework fraction adjustment time	0.125
maximum workweek	1000	switch for progress-based estimate	1
maximum work intensity	1000		
maximum workfroce	1000		
fraction of additional work due to OT that requires rework	1		
fraction of correct work fraction lost due to unoriented WF	1		
fraction of additioal work due to WI that requires rework	1		
normal OT ratio	1		
normal work intensity	1		
intensity application delay	0.125		
WF application delay	6		
overtime application delay	2		
standard work week	40		
OT adaption time	4		
sustained OT level to get 0 net output	1000		
initial WI	1		
WF orientation time	8		

Bumps

Ripple effect bump switch	0
Ripple effect bump magnitude	5
Ripple effect bump start	50
Ripple effect bump end	75

Rework fraction bump switch	0
Rework fraction bump magnitude	0.2
Rework fraction bump start	10
Rework fraction bump end	30

Scope change switch	1
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New tasks created by scope change	100
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