CodeArts Req

Service Overview

Issue 01

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What Is CodeArts Req?

Product Overview

CodeArts Req is a requirement management and team collaboration service. Built on Huawei's years of practical R&D, it has multiple out-of-the-box requirement models and object types (requirements, bugs, and tasks) for any scenario. It supports multiple R&D modes such as IPD and DevOps. Functions include cross-project collaboration, baseline and change management, and custom reports.

- Req seamlessly integrates with other CodeArts services to provide full lifecycle software management and team collaboration.
- CodeArts Req presets multiple templates for Scrum, IPD-system device, IPD-standalone software projects.
 - Scrum projects are a fit for agile software development teams who uphold Scrum methodologies and practices.
 - IPD-system device projects manage large-scale product development with high-quality and efficiency based on structured processes and powerful cross-project collaboration.
 - IPD-standalone software projects manage large-scale software development with high quality and efficiency based on structured processes and powerful cross-project collaboration.
- Efficient, transparent, and visualized end-to-end project management is made possible due to the multiple basic features provided. These features include requirement planning and management, bug management, sprint planning and management, custom workflows, progress tracking, statistical reports, and project document hosting.

∩ NOTE

IPD project templates are available only in the AP-Singapore region.

Features

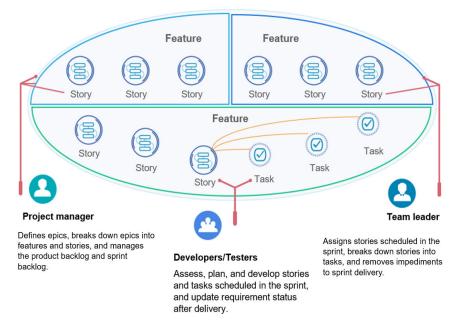
Requirement Planning and Breakdown

Raw requirements are usually abstract and vague. They need to be analyzed and broken down into minimum-level units that can be delivered in each sprint.

In Scrum projects of CodeArts Req, requirements can be broken down in the four-layer hierarchy: **Epic > Feature > Story > Task**.

An abstract and vague epic is divided into multiple features which are further broken down into stories. A story, also called user story, is a minimum deliverable unit that is written from the customers' perspective and complies with the INVEST principle, which means that a story should be independent, negotiable, valuable, estimable, small, and testable. After the breakdown, stories are scheduled into one or more sprints based on the manpower of the development team and the estimated finished time of the epic requirement.

This method leads to continuous delivery and ensures runnable software is produced in every sprint and offered to users for testing. The development team can then collect user feedback, apply changes accordingly in the next sprint, and finally deliver a product that meets the requirements of users and promise business success.



Requirements can be planned and broken down using a mind map in CodeArts Req.

Sprint

A sprint-based agile software development process is composed of several repetitive cycles. It features continuous delivery and feedback collection, against the linear process of waterfall software development, where a product is delivered only at the end of the process.

A product is released after each sprint. The feedback collected in a sprint will be used as references in the next sprint for the development team to continuously improve the software. Adopting the sprint model reduces risks and change costs and improves development efficiency.

You can plan and manage sprints in CodeArts Req.

∩ NOTE

Although both "iteration" and "sprint" refer to a repetitive process, there are some slight differences between them. "Iteration" is a common term used in different agile methodologies, whereas "sprint" is a Scrum term.

Custom Statistics Report

Data statistics and analysis are the basis for transparent and visualized software project management. However, time-consuming manual data collection and analysis are a real pain to many project managers.

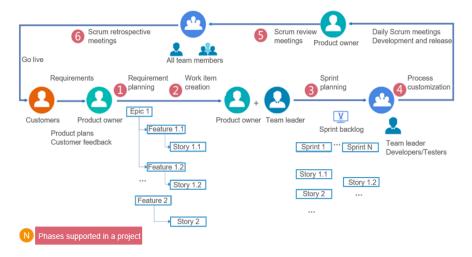
CodeArts Req supports online data collection and analysis. You can use preset reports or create custom reports as required.

Document Hosting

Document hosting supports uploading documents in different formats. You can upload project summaries, architecture documents, and product requirement documents to the cloud, so that project members can access and obtain documents via a unified access address at any time. This facilitates information sharing throughout the team and the building of project experience.

Scrum Development Process

- Scrum is a popular agile development method. It enables continuous delivery through repetitive sprints, which are cycles of closed-loop software development from user requirement planning to user feedback collection.
- Sprint planning meetings, daily Scrum meetings, sprint retrospective meetings, and sprint review meetings are keys to simple but efficient project management.



2 Advantages

Professional Methodologies Built on Practice

- Agile and Lean project management methodologies are used as framework.
- The Scrum project template is offered to accommodate standard software development scenarios.
- Requirement planning and breaking down under the Scrum model are supported.
- Sprint plans and timelines present a clear view of project progress.

Built-in R&D Modes

IPD projects are available only in the AP-Singapore region.

CodeArts Req absorbs IPD requirement management concepts and practices. It provides various out-of-the-box scenario-based requirement templates to support R&D modes such as IPD, DevOps agile delivery, and Lean Kanban.

- IPD system device
- IPD standalone software
- Scrum

Scenario- and Role-Specific Data Analysis

- Custom reports for project managers to compare and analyze data in multiple dimensions.
- Data can be downloaded as charts or tables.

Various Customization Options

- Custom requirement and bug templates.
- Custom settings for requirement and bug workflows, transition direction, and owners for automated transition.
- Custom requirement and bug fields.
- Custom modules and domains.

Custom roles and permissions.

Large-Scale and Efficient Collaboration Across Projects

□ NOTE

IPD projects are available only in the AP-Singapore region. Cross-project distribution of raw requirements and cross-project delivery of R&D requirements are available in IPD projects.

Provides powerful cross-project requirement breakdown and collaboration capabilities for large R&D teams to accelerate information transfer and improve efficiency.

- Raw requirements can be assigned across projects.
- R&D requirements can be assigned across projects.

All-Round Requirement Tracing

Breaks down data silos and connects code, cases, and bugs generated in requirement development to form an all-round traceable relationship network.

- Requirement work items
- Bugs
- Test cases
- Code committing records
- Code branches

Mind Maps

You can plan requirements of agile Scrum projects in a unified manner and break down the plan layer by layer (**Epic** > **Feature** > **Story** > **Task**) in mind maps to ensure implementation of an organization's strategic plans.

- You can create multiple mind maps.
- You can break down sub-requirements using mind maps.
- You can export images by one click.

3 Use Cases

Internet Enterprises

- Frequent market changes demand quick responses from Internet enterprises.
- CodeArts Req upholds the agile development methodologies and facilitates continuous delivery for Internet enterprises. They can implement iterative software development and quickly and continuously release services to meet changing user needs.
- Internet enterprises can either use CodeArts Req independently or adopt the entire DevOps platform. The latter allows them to manage the entire application development lifecycle from requirement planning to service release, improving end-to-end development efficiency.

IPD R&D

MOTE

IPD R&D is available only in the AP-Singapore region.

- Large-scale and complex product R&D, large-scale R&D teams, cross-project and cross-region collaboration, high requirements on product quality, strong process control, many decision-making points, and long delivery period ranging from 2 to 6 months. Examples: communications equipment, automobiles, Enterprise Resource Planning (ERP) software, and network management software.
- IPD-system device or IPD-traditional software requirement model manages projects, and continuously promotes efficient collaboration and business development within the enterprise. It is based on capabilities such as crossproject collaboration, baseline change review, and end-to-end traceability.

ISVs

- It is always a challenge for independent software vendors (ISVs) to ensure
 efficient team collaboration when developers are located in different offices
 and using different development tools and environments. ISVs also need to
 tackle rapidly changing customer requirements and frequent reworks with
 faster responses.
- CodeArts Req enables simple but efficient collaboration and offers cloud-based file hosting where documents can be centrally managed, so ISVs can enhance team collaboration, sharing, and consistency management.

Traditional Software Enterprises

- For traditional software enterprises who are transforming toward an Internet Plus model, insufficient knowledge of the Internet industry and gaps between the new and existing management and delivery modes often result in a drop in software development throughput on the initial stage.
- CodeArts Req offers requirement and bug management and tracking, and agile sprint management. It assists traditional software enterprises in mastering the principles and practice of agile, iterative delivery.

Powerful customization is also available in CodeArts Req. Traditional software enterprises can tailor workflows for the transition phase to ensure smooth transformation.

Software Outsourcing Enterprises

- Software outsourcing enterprises often cannot keep a real-time track of product roadmaps and project progress since they do not have a software development management platform that can provide insights into project data.
 - Product quality can be verified only after delivery, and it is challenging for them to meet with ever-changing requirements and high quality standard of the contracting parties.
- Powerful data reporting and analysis of Req allow software outsourcing enterprises to monitor the project progress, risks, and quality in real time.
 - They can also practice the agile, iterative software development model for continuous delivery and user feedback collection, so that risks can be detected as soon as possible instead of in the final delivery.

4 Features

4.1 Multiple Built-in IPD Requirement Models

Ⅲ NOTE

IPD requirement models are available only in the AP-Singapore region.

Based on Huawei Integrated Product Development (IPD) requirement management concepts and practices, CodeArts Req provides multiple out-of-the-box scenario-based requirement templates and supports multiple R&D modes such as IPD R&D and DevOps agile delivery. You can select a project template based on the enterprise scale, service requirements, and application scenarios.

Various project templates bridge the gap between projects and products.

- 1. IPD-system device project is oriented to large-scale product development based on structured process and powerful cross-project collaboration.
 - Application scenarios: Complex products with embedded software that evolves with hardware. Examples: communications devices, automobiles, home appliances, and consumer electronics.
 - Features: software and hardware adaptation involved, fixed product requirements, industry standards available, long development period (6–9 months), high requirements on product quality and stability, many decisions to make, and mainly waterfall development. IPD-system device project template manages large-scale product development with highquality and efficiency based on structured processes and powerful crossproject collaboration.
 - Requirement management is the core process of Huawei integrated product development (IPD). This template provides a structured R&D process for system device projects based on best practices of product requirement management. You can manage raw requirements and feature trees, break down and assign requirements, set baselines, make changes, and enjoy cross-project collaboration. The requirement model is as follows:
- 2. IPD-standalone software project template manages large-scale software development with high quality and efficiency based on structured processes and powerful cross-project collaboration.

- IT application and platform software with standard hardware or independent of dedicated hardware. Examples: ERP, CRM, databases, and network management software.
- R&D features: Independent software deployment and sales, frequent requirement changes, quick planning, agile development, agile release, and short delivery period (2–3 months or faster). IPD-standalone software manages large-scale software development with high quality and efficiency with structured processes and powerful cross-project collaboration.
- Requirement management is the core process of Huawei integrated product development (IPD). This template provides a structured R&D process for standalone software projects based on best practices of product requirement management. You can manage raw requirements and feature trees, break down and assign requirements, set baselines, make changes, and enjoy cross-project collaboration. The requirement model is as follows:

4.2 E2E Traceability

The later risks are identified, the higher the rectification costs and negative impact. By breaking down data silos in the requirement process and connecting code, cases, and bugs, Req forms a traceable relationship network. Risks are identified in advance and problems are visualized in real time for high-quality R&D.

The following shows an example.

Initial

Analyzing

Developing

Testing

Completed

Betalis

Analyzing

Developing

Testing

Completed

Betalis

Analyzing

Developing

Testing

Completed

Betalis

Association Map

Expand All

Parent Requirements(1)

Subrequirements(1)

Related Upstream Requirements(0)

Related Downstream Requirements(0)

Related Downstream Requirements(0)

Related Downstream Requirements(0)

Files (0) | ⊕ Associate

Wiki(0) | ⊕ Associate

Test Case(0) ●

Code Commit Record(0) ●

Code Stranch(0)

Figure 4-1 E2E traceability

4.3 Baseline Management and Change Review

MOTE

IPD projects are available only in the AP-Singapore region. Baseline management and change review are available in IPD projects.

A product goes through a complex R&D process from planning to release. The IPD method of Req manages these processes by version baselines, change requests of controlled fields, change reviews, and change management. Baseline changes must reach specified gate thresholds before going to the next stage to keep teams on the right track.

- Information of baselined releases and sprints cannot be modified, including the current release/sprint title, description, planned start time, planned end time, and planned workloads. The R&D requirements under the current release/sprint are baselined synchronously.
- To change baselined requirements, perform another round of change review for them.
- The following shows an example.

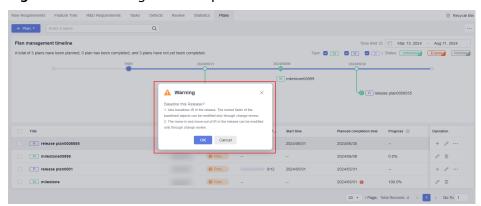
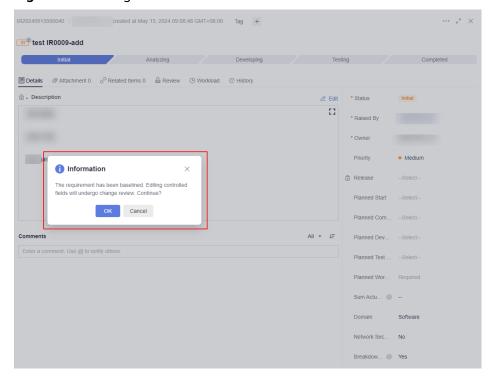


Figure 4-2 Baselining a release plan

Figure 4-3 Editing baselined fields



4.4 Efficient Cross-Project Requirement Collaboration

NOTE

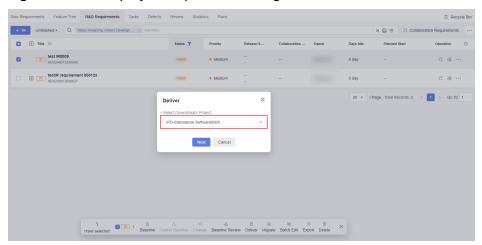
IPD projects are available only in the AP-Singapore region. Cross-project collaboration of R&D and raw requirements is available in IPD projects.

Large-scale product development involves exceptionally increasing costs of collaboration and project communication. Connecting projects, people, and work items like a mesh means that teams are no longer restrained by organization levels and function domains when communicating and exchanging information.

- Assign R&D requirements to downstream projects.
- Assign raw requirements to other projects.

The following shows an example.

Figure 4-4 Cross-project requirement assignment



4.5 System Feature Management

System features are the core assets of a product and are always iterating. Full management includes a feature tree to better manage system features, prevent asset loss, and enable fast cross-generation system feature inheritance and development.

- SFs are the key to solving problems (PBs). System features are a collection of major selling points or highlights of a product. Each system feature is an end-to-end solution that can meet specific business value requirements of customers. Some system features can be sold separately via license control.
- Req provides different system feature templates based on the work item types. For example, for a system feature, you can describe its background, value, and details.
- System feature management includes the system feature tree and system features.

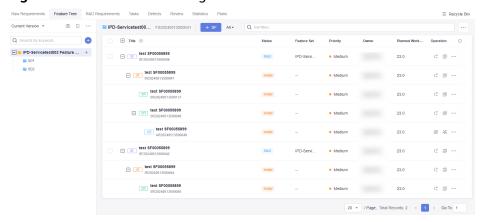


Figure 4-5 Feature tree management

4.6 Customers' Raw Requirements Management

Ⅲ NOTE

IPD projects are available only in the AP-Singapore region. Customer raw requirement management is available in IPD projects.

Successful products are made to meet customer needs. To address both customer and market requirements, requirement management tools should not be limited to the R&D phase. With a complete process from customer requirement collection, valuable requirement decision-making, requirements delivery to acceptance, progress and dynamics are transparent to customers, and the requirement flow is 70% faster.

Raw requirements (RRs) are original problems or requirements proposed by customers. As a type of RR, customer requirements need to be analyzed and reviewed by the requirements analysis team (RAT).

- IPD requirement management is the core process of IPD. Req provides requirement templates and presets the best practices for requirement management. It provides a structured requirement development process for system devices. The main process includes raw requirement submission, analysis, planning, implementation, delivery, acceptance, and closure.
- You can create RRs with the IPD templates and describe the requirement background, requirement value, and requirement details.

To submit

Analyzing Planning Implementing Delivering Accepting Closed

Description

Proposed Pro... IPD-System Device-marth

Raised By

Responsible ... IPD-System Device-marth

Responsible ... IPD-System Device-... ▼

Recipient

Expected Co... —Select... ▼

Proorty

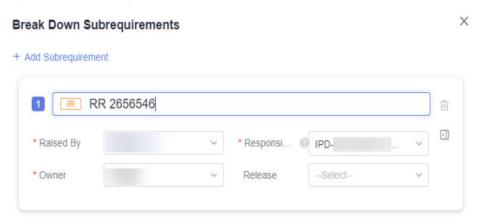
Attachment ●

Click or drag the file here to upload it.

Figure 4-6 Creating an RR

Raw requirements can be broken down into initial requirements.

Figure 4-7 Breaking down a requirement



4.7 Bug Full Lifecycle Management

A bug has its own lifecycle, just like the software. The more accurate the defect location, the less the repair cost and negative impact. CodeArts Defect streamlines the monitoring chain which includes bug discovery and raising, developers' analysis, locating, and rectification, and testers' testing and acceptance, well managing a bug from generation to closure. The team can effectively and accurately track, associate, and manage bugs for a high-quality delivery based on the data generated in bug lifecycle and real-time risk warning.



The bug full lifecycle management process is as follows:

- Testers find bugs and submit bug tickets.
- 2. The owner identifies the cause of the bug and rectifies it in time according to the version plan.
- 3. Testers perform regression tests on bug tickets based on the latest functions and perform acceptance tests.
- 4. The project manager views the bug measurement data.
- 5. The owner views the associated items of the bug ticket for tracing.

4.8 Efficient Cross-Organization Collaboration for Bug Tracking and Management

□ NOTE

IPD projects are available only in the AP-Singapore region. Cross-organization collaboration of bugs is available in IPD projects.

Based on Huawei's philosophies and experience of collaborative development by multiple departments, CodeArts Defect lets tickets be submitted and handled across teams and projects for accurate collaborative bug tracking. This function benefits large-scale product development, especially in scenarios where teams or modules depend on each other and demand no bug throughout the process.

Bugs can be assigned to other projects. The following shows an example.

| BuG | Bug

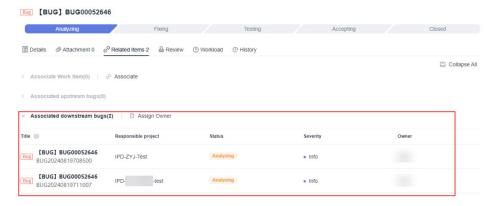
Figure 4-8 Related items of a bug

Figure 4-9 Bug assignment

> Code Branch(0)



Figure 4-10 Viewing associated downstream bugs



After a bug is assigned, you can view the bug handling status in **Responsible Project**.

4.9 Bug Trend Analysis and Quality Measurement

CodeArts Defect possesses multiple built-in data analysis functions and unique bug monitoring metrics which include debugging efficiency, legacy DI trend, and

accumulated bugs. The team can perform in-depth data analysis relating to bug trend, severity, and resolution time during product development and delivery. The bug handling process is clear and visible, enabling the team to quickly identify risks, master fixes, and detects weaknesses in each phase.

The **bug measurement** view displays the following information by default:

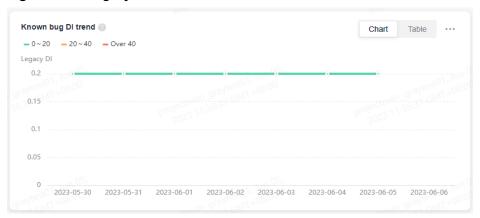
 Bug overview statistics: Shows total numbers of bugs at the current time, whose statuses are Processing, Complete, Overdue, and Severe+.

Figure 4-11 Bug overview statistics



• Legacy DI trend: known bug DI trend in a specified time range

Figure 4-12 Legacy DI trend



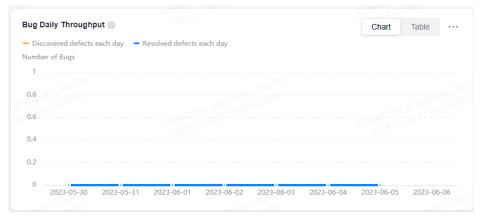
Accumulated bugs: trend curves of accumulated bugs found, fixed, and known

Figure 4-13 Accumulated bugs



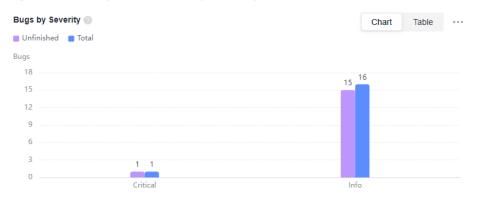
 Bug daily throughput: the numbers of bugs found and fixed per day in a specified time range

Figure 4-14 Bug daily throughput



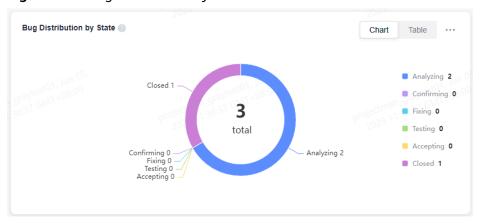
 Bug distribution by severity: the numbers of bugs by severity (info, minor, major, and critical)

Figure 4-15 Bug distribution by severity



 Bug distribution by status: the numbers of bugs in various statuses (submitted, analyzing, fixing, testing, and closed)

Figure 4-16 Bug distribution by status



• Top 8 owners with legacy bugs: ranks the top 8 owners with known bugs at the current time

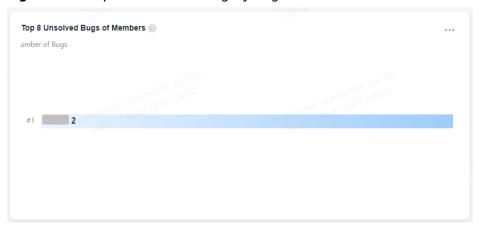


Figure 4-17 Top 8 owners with legacy bugs

4.10 Traceable Fixing Process

□ NOTE

IPD projects are available only in the AP-Singapore region. Complete tracing of the bug rectification process is available in IPD projects.

Much testing and development is involved in bug finding and fixing. CodeArts Defect covers all data in the bug workflow, with E2E traceability for bugs, cases, and code. In this way, a bug can be traced from generation to closure.

Bugs can be associated with work items, test plans, test cases, code submission records, and code branches. You can view the bug handling process based on the association information without missing any phases for traceable fixing processes.



The following shows an example.

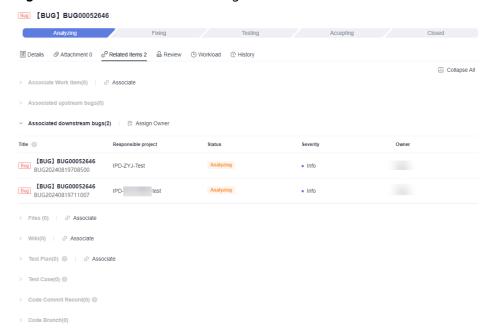


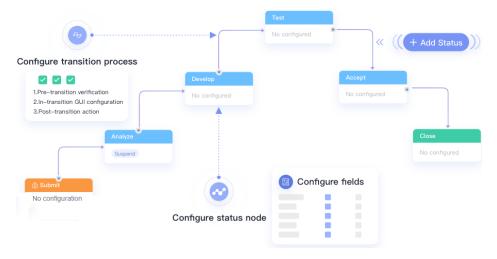
Figure 4-18 Related items of a bug

4.11 Customizable Fixing Process

□ NOTE

IPD projects are available only in the AP-Singapore region. Fixing process customization is available in IPD projects.

Teams have respective requirements on bug operations in different scenarios. To adapt to different business processes and management requirements, CodeArts Defect offers a visual process canvas to customize bug fixing workflows. You can efficiently manage bugs across projects and teams for a better product quality and user experience.



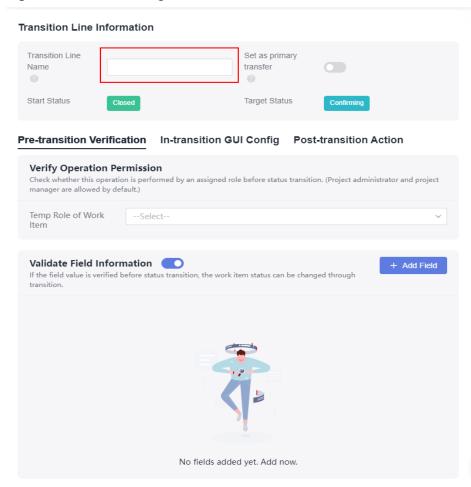
Currently, the system provides some status flows by default, such as analyzing, fixing, testing, and closed. You can also customize the bug status and transition line. And the customized statuses will be applied to the bug process. You can also perform the following operations:

Customize the status and transition line names.

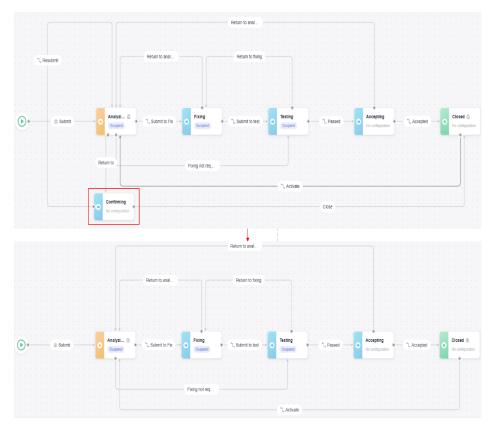
Figure 4-19 Adding a status to a bug workflow



Figure 4-20 Customizing a transition line name



• Statues can be added and existing statues can be deleted.



• View the status and transition line information.

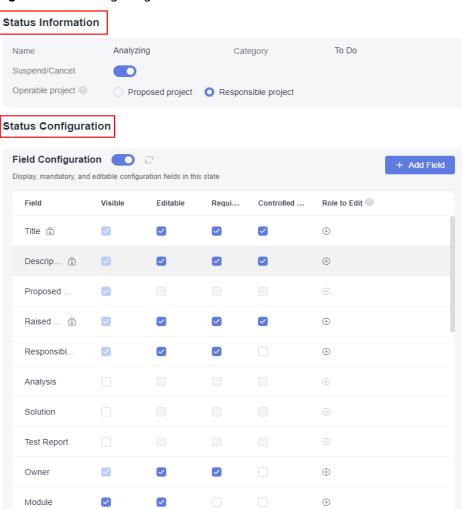


Figure 4-21 Configuring a status

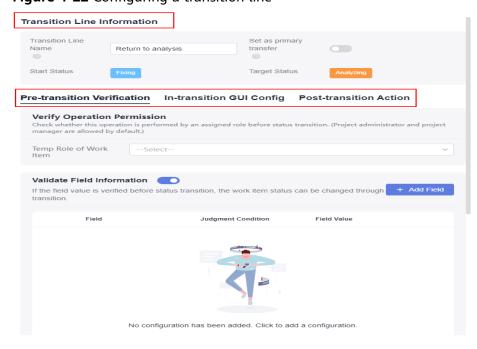


Figure 4-22 Configuring a transition line

5 Security

5.1 Shared Responsibilities

Huawei guarantees that its commitment to cyber security will never be outweighed by the consideration of commercial interests. To cope with emerging cloud security challenges and pervasive cloud security threats and attacks, Huawei Cloud builds a comprehensive cloud service security assurance system for different regions and industries based on Huawei's unique software and hardware advantages, laws, regulations, industry standards, and security ecosystem.

Figure 5-1 illustrates the responsibilities shared by Huawei Cloud and users.

- Huawei Cloud: Ensure the security of cloud services and provide secure clouds. Huawei Cloud's security responsibilities include ensuring the security of our IaaS, PaaS, and SaaS services, as well as the physical environments of the Huawei Cloud data centers where our IaaS, PaaS, and SaaS services operate. Huawei Cloud is responsible for not only the security functions and performance of our infrastructure, cloud services, and technologies, but also for the overall cloud O&M security and, in the broader sense, the security and compliance of our infrastructure and services.
- **Tenant**: Use the cloud securely. Tenants of Huawei Cloud are responsible for the secure and effective management of the tenant-customized configurations of cloud services including IaaS, PaaS, and SaaS. This includes but is not limited to virtual networks, the OS of virtual machine hosts and guests, virtual firewalls, API Gateway, advanced security services, all types of cloud services, tenant data, identity accounts, and key management.

Huawei Cloud Security White Paper elaborates on the ideas and measures for building Huawei Cloud security, including cloud security strategies, the shared responsibility model, compliance and privacy, security organizations and personnel, infrastructure security, tenant service and security, engineering security, O&M security, and ecosystem security.

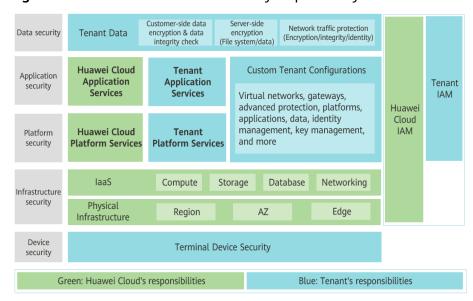


Figure 5-1 Huawei Cloud shared security responsibility model

5.2 Authentication and Access Control

Authentication

You can access CodeArts Req using its user interface, APIs, and SDKs. Regardless of the access mode, your requests are sent through REST APIs provided by CodeArts Reg.

CodeArts Req APIs can be accessed only after requests are authenticated.

CodeArts Req supports two authentication modes:

- Token: Requests are authenticated using tokens. By default, token authentication is required to access the CodeArts Req console.
- AK/SK: Requests are encrypted using an AK/SK. This method is recommended because it provides higher security than token-based authentication.

For more authentication details and how to obtain tokens and signatures, see **Authentication**.

Access Control

CodeArts Req controls operations by:

- Role permission control: Roles and permissions are required for adding, deleting, modifying, and querying objects such as work items, sprints, plans, reports, documents, and custom settings of CodeArts Req.
- Fine-grained permission control: Operations such as querying tenant projects, setting project creators, and managing tenant project member lists require fine-grained authorization from Identity and Access Management (IAM).

5.3 Data Protection Technologies

CodeArts Req takes different methods and features to keep data secure and reliable.

Table 5-1 CodeArts Reg data protection methods and features

Measure	Description	Reference
Transmiss ion encryptio n (HTTPS)	To secure data transmission, CodeArts Req uses HTTPS.	Making an API Request
Personal data protectio n	CodeArts Req controls access to data and records logs for operations performed on the data.	Permission Management
Privacy protectio n	CodeArts Req does not consume or store sensitive user data.	-
Data destructi on	 When you delete service data or deregister your account: Non-key data is physically deleted in real time. Key data will be marked as soft deleted and then physically deleted seven days later. 	-

5.4 Auditing and Logs

Auditing

Cloud Trace Service (CTS) records operations on the cloud resources in your account. You can use the logs generated by CTS to perform security analysis, track resource changes, audit compliance, and locate faults.

After you enable CTS and configure a tracker, CTS can record management and data traces of CodeArts Req for auditing.

For details about how to enable and configure CTS, see **Enabling CTS**.

Logs

Log Tank Service (LTS) provides one-stop log collection, log search in seconds, massive log storage, log structuring and transfer. Graphical application O&M, visual analysis of network logs, and operation analysis make organization tracking easier.

For analysis, CodeArts Req records system running logs to LTS in real time and stores the logs for three days. For details, see **Getting Started with LTS**.

5.5 Service Resilience

CodeArts Req supports host-layer intrusion detection, application attack defense, and Anti-DDoS traffic scrubbing and protection.

Full backup is supported for data. Network and service isolation protects key assets through authentication.

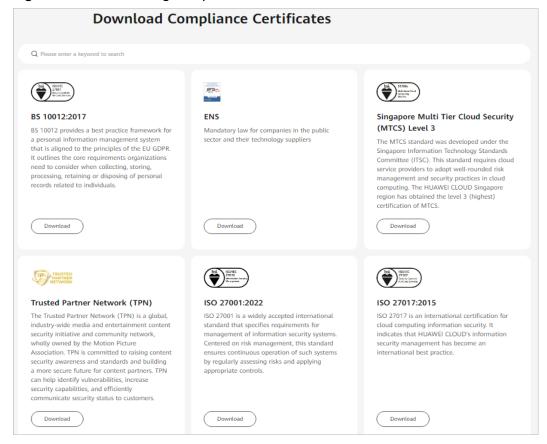
The service offers overload control for incoming traffic and cross-AZ active-active DR for AZ-level service monitoring, fault identification, and switchover. It can rapidly recover from attacks, ensuring high resilience and availability.

5.6 Certificates

Compliance Certificates

Huawei Cloud services and platforms have obtained various security and compliance certifications from authoritative organizations, such as International Organization for Standardization (ISO). You can **download** them from the console.

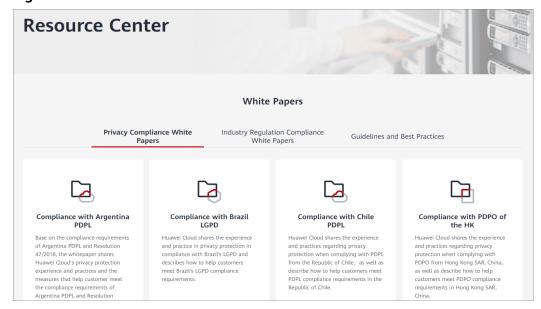
Figure 5-2 Downloading compliance certificates



Resource Center

Huawei Cloud also provides the following resources to help users meet compliance requirements. For details, see **Resource Center**.

Figure 5-3 Resource center



6 Permission Management

CodeArts Req uses IAM to centrally manage permissions for multiple projects of a tenant. In a single project, permissions are managed based on specific project settings. There are two types of permissions managed in CodeArts Req: cloud-service-level permissions and project-level permissions.

- Cloud-service-level permissions are configured using IAM. For more information about IAM, see IAM Service Overview.
- Project-level permissions are configured using CodeArts Req.

Cloud Service-Level Permissions

More than one project can be created for an account. By default, only accounts can configure whether to allow IAM users to create projects and can view all projects and members. In some enterprise scenarios, an account can use fine-grained permissions management to grant configuration permissions to some IAM users.

IAM users do not have these permissions by default. To do so, you use the account to add an IAM user to a user group in IAM and assign permissions policies to the user group. This process is called authorization.

CodeArts Req is deployed by physical region and is a project-level service (related to project-based authorization in IAM). Therefore, when assigning permissions, select **Region-specific projects** for **Scope**, and then set permissions in the project corresponding to the specified region. The permissions take effect for the project after being set.

□ NOTE

If you set permissions for **All projects**, the permissions will take effect for all region-specific projects.

In IAM, you can grant users permissions by using roles and policies. (For details, see IAM Service Overview.) CodeArts Req uses policy-based authorization to meet the requirements of enterprises for flexible and refined permissions management.

Table 6-1 describes the system permissions supported by CodeArts Req.

Table 6-1 System permissions

Policy Name	Descripti on	Policy Type	Policy Content
CodeArts Req ConfigOperatio ns	Operation permissio ns for a CodeArts Req project	System- defined policy	Table 6-2

Table 6-2 CodeArts Req ConfigOperations policy content

Operation	Fine- grained Authoriz ation Supporte d	Description
Modify work item templates	Yes	Users with this permission can go to All Account Settings > Work Item > Work Item Templates to modify the existing templates.
Delete work item templates	Yes	Users with this permission can go to All Account Settings > Work Item > Work Item Templates to delete the existing templates.
View permitted users who can create projects	Yes	Users with this permission can go to All Account Settings > General > Project Creators to view the users permitted to create projects.
Set IAM user permissions for creating projects	Yes	Users with this permission can go to All Account Settings > General > Project Creators to set users who have the permissions for creating projects.
View projects under a tenant	Yes	Users with this permission can go to All Account Settings > General > Projects and Members to view all projects.
Join a project under a tenant	Yes	Users with this permission can go to All Account Settings > General > Projects and Members to join any projects. By default, the role of a newly added member is Project manager.
Delete projects	Yes	Users with this permission can go to All Account Settings > General > Projects and Members to delete projects.

Operation	Fine- grained Authoriz ation Supporte d	Description
View the members of all projects	Yes	Users with this permission can go to All Account Settings > General > Projects and Members to view the members of all projects.
Delete any project member under a tenant	Yes	Users with this permission can go to All Account Settings > General > Projects and Members to delete one or more project members.
Set a new work item creator	Yes	Grant this permission to set other users as the work item creators.
Bind an enterprise project	Yes	Grant this permission to bind a CodeArts project to an enterprise project when creating or upgrading enterprise projects.

Project-Level Permissions

You can set permissions for each project you created in CodeArts Req. The permission settings of each project are independent of those of any other projects.

Project management contains three types of roles: project managers (project administrators, project managers, test managers, product managers, and system engineers), developers (committers, developers, testers, and participants), and viewers and O&M managers.

- Project administrators: creators of a project
- Project managers: administrators of development
- Test managers: administrators of testing
- Product managers: requirement analysis managers of a project
- System engineers: architecture analysis managers of a project
- Committers: personnel who participate in project development
- Developers: personnel who participate in project development
- Testers: personnel who participate in project testing
- Participants: personnel who contribute to projects
- Viewers: members who follow or browse projects
- O&M managers: personnel responsible for O&M

Table 6-3 Default roles and permissions of IPD-system device/standalone software projects

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
Raw req	Vi ew	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ
uire me nt (RR)	Cr ea te/ Su b mi t/ Co py	>	Y	Y	Y	Y	Υ	Y	Υ	Y	N	N
	Edi t	Υ	Υ	Υ	N	N	Υ	N	N	N	N	N
	Up loa d att ac h m en t	Y	Y	Y	Z	N	Y	N	N	N	N	N
	Ad d wo rkl oa d	Y	Y	Y	N	N	Y	N	N	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	De let e/ Re sto re/ Pe rm an en tly del et e	Y	N	Z	Z	Z	N	N	Z	N	N	Z
	Ca nc el/ Re sta rt	Y	Y	Y	N	N	Υ	N	Z	N	N	Z
	Cr ea te/As so cia te/Di sas so cia te chi ld re qu ire m en t	Y	Y	Υ	N	N	Y	N	N	N	N	Z

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Cr ea te/ As so cia te/ Di sas so cia te wo rk ite m	Y	Y	Y	Z	Z	Y	N	N	N	N	N
	As so cia te/Di sas so cia te file	Y	Y	Υ	N	N	Y	N	N	N	N	N
	As so cia te/ Di sas so cia te wi ki	Y	Y	Y	N	N	Y	N	N	N	N	N
	As sig n	Υ	Υ	Υ	N	N	Υ	N	N	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Su sp en d/ Ca nc el su sp en sio n	Y	Y	Y	N	N	Υ	N	N	N	N	N
	Se t sta tus	Υ	Υ	Y	N	N	Y	N	N	N	N	N
	lm po rt	Υ	Υ	Υ	N	N	Y	N	N	N	N	N
	Ex po rt	Υ	Υ	Υ	N	N	Υ	N	N	N	N	N
Feat ure set	In he rit	Υ	Υ	Υ	N	N	N	N	N	N	N	N
	Cr ea te	Υ	Υ	Υ	N	Υ	Υ	Υ	Υ	Υ	Υ	N
	Edi t	Υ	Y	Υ	N	N	Υ	N	N	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	De let e/ Re sto re/ Pe rm an tly del et e	Y	Y	Y	N	Z	Y	N	N	N	N	Z
	lm po rt	Y	Y	Y	N	Y	Υ	Y	Υ	Y	Y	N
	Cr ea te ba sel ine sn ap sh ot	Y	Y	Y	N	N	Y	N	N	N	N	N
	Vi ew sn ap sh ot ver sio ns	Y	Υ	Υ	Y	Υ	Y	Y	Y	Y	Y	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Vi ew sn ap sh ot co m pa ris on	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N
	Cr ea te fe at ur e tre e ver sio n sn ap sh ot	Y	Y	Y	N	N	Y	N	N	N	N	N
Syst	Vi ew	Υ	Υ	Υ	Υ	Y	Y	Υ	Υ	Υ	Y	Υ
feat ure	Cr ea te/ Co py	Y	Y	Υ	N	Y	Y	Y	Υ	Y	Y	N
	Edi t	Υ	Υ	Υ	N	N	Υ	N	N	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Up loa d att ac h m en t	Y	Υ	Y	Z	N	Υ	N	N	N	N	N
	Ad d wo rkl oa d	Y	Y	Y	N	N	Y	N	N	N	N	N
	De let e/ Re sto re/ Pe rm an en tly del et e	Y	Y	Y	N	N	Y	N	N	N	N	N
	Se t sta tus	Υ	Υ	Y	N	N	Y	N	N	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Cr ea te/ As so cia te/ Di sas so cia te chi ld fe at ur e	Y	Y	Y	N	Z	Υ	N	N	N	N	Z
	Cr ea te/ As so cia te/ Di sas so cia te chi ld re qu ire m en t	Y	Y	Y	Z	Z	Y	Z	Z	N	N	Z

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Cr ea te/ As so cia te/ Di sas so cia te wo rk ite m	Y	Y	Υ	Ζ	N	Y	N	N	N	N	N
	Ba sel ine / Un ba sel ine	Y	Y	Y	N	N	Y	N	N	N	N	N
	lm po rt	Y	Υ	Y	N	Y	Y	Y	Υ	Y	Y	N
	Ex po rt	Υ	Υ	Y	N	Υ	Υ	Υ	Υ	Υ	Υ	N
	As so cia te/Di sas so cia te file	Y	Y	Y	N	N	Y	N	N	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	As so cia te/Di sas so cia te wi ki	Y	Y	Y	N	N	Υ	N	N	N	N	N
	Vi ew his tor ica l ver sio ns	Υ	Y	Y	N	Y	Y	Υ	Υ	Y	Y	Z
	Su sp en d/ Ca nc el su sp en sio n	Y	Y	Υ	Z	N	Υ	Z	N	N	N	Z
R& D	Vi ew	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ
req uire me nt	Cr ea te/ Co py	Y	Y	Y	Y	N	Υ	N	N	N	N	N
	Edi t	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Up loa d att ac h m en t	Y	Υ	Y	Y	N	Υ	N	N	N	N	N
	Ad d wo rkl oa d	Y	Y	Y	Y	N	Y	N	N	N	N	N
	De let e/ Re sto re/ Pe rm an en tly del et e	Y	Y	Y	Y	N	Y	N	N	N	N	N
	Se t sta tus	Υ	Υ	Υ	Υ	N	Y	N	N	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Cr ea te chi ld re qu ire m en t	Y	Y	Y	Y	N	Y	N	N	N	N	N
	As so cia te/ Di sas so cia te wo rk ite m	Y	Y	Y	Υ	Y	Υ	Υ	Υ	Υ	Υ	Z
	Ba sel ine / Un ba sel ine	Υ	Υ	Y	Y	N	Y	N	N	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	As sig n/ Ca nc el ass ig n en t	Y	Y	Υ	Y	Z	Υ	N	Z	N	N	N
	Re cei ve/ Rej ect / Tu rn ba ck/ Tra nsf er	Y	Υ	Υ	Y	Z	Υ	N	Z	N	N	N
	As so cia sas so cia te wi ki	Y	Y	Y	Y	Z	Y	N	Z	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	As so cia te/ Di sas so cia te file	Y	Y	Y	Y	N	Y	N	N	N	N	N
	Mi gr at e	Υ	Υ	Y	Υ	N	Y	N	N	N	N	N
	lm po rt	Υ	Υ	Y	Υ	N	Y	N	N	N	N	N
	Ex po rt	Υ	Υ	Υ	Υ	Y	Y	Υ	Y	Υ	Y	N
	Su sp en d/ Ca nc el su sp en sio n	Y	Y	Y	Y	Z	Υ	N	N	N	N	N
Tas k	Vi ew	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ
	Cr ea te/ Co py	Υ	Y	Υ	Υ	Y	Υ	Υ	Υ	Υ	Υ	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Edi t	Υ	Υ	Y	Υ	Υ	Υ	Υ	Υ	Υ	Υ	N
	Up loa d att ac h m en t	Υ	Y	Y	Y	N	Υ	N	N	N	N	Z
	Ad d wo rkl oa d	Y	Y	Υ	Y	N	Υ	N	N	N	N	N
	De let e/ Re sto re/ Pe rm an en tly del et e	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N
	Se t sta tus	Υ	Υ	Υ	Y	Y	Υ	Y	Υ	Υ	Υ	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Cr ea te chi ld tas k	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Υ	N
	As so cia te/Di sas so cia te pa re nt tas k	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Z
	As so cia te/ Di sas so cia te wo rk ite m	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	As so cia te/Di sas so cia te wi ki	Y	Y	Y	Y	Y	Υ	Y	Υ	Y	Y	N
	As so cia te/Di sas so cia te do cu m en t	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Z
	lm po rt	Υ	Υ	Y	Y	Y	Y	Υ	Υ	Y	Y	Z
	Ex po rt	Υ	Υ	Υ	Υ	Υ	Υ	Υ	Y	Υ	Υ	N
Bug	Vi ew	Υ	Υ	Υ	Υ	Y	Y	Υ	Υ	Υ	Υ	Υ
	Cr ea te/ Co py	Υ	Υ	Y	Y	Y	Y	Υ	Y	Υ	Y	N
	Edi t	Υ	Υ	Y	Υ	Υ	Y	N	N	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Up loa d att ac h m en t	Y	Y	Y	Y	N	Υ	N	N	N	N	N
	Ad d wo rkl oa d	Y	Y	Υ	Y	N	Y	Z	Z	N	N	Z
	De let e/ Re sto re/ Pe rm an en tly del et e	Y	Y	Y	Y	N	Y	N	N	N	N	Z
	As so cia te/ Di sas so cia te wo rk ite m	Y	Y	Y	Y	Y	Y	Υ	Y	Y	Υ	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	As so cia te/Di sas so cia te wi ki	Y	Y	Y	Y	Y	Υ	Y	Y	Y	Y	N
	As so cia te/Di sas so cia te file	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N
	Mi gr at e	Υ	Υ	Υ	Υ	N	Y	N	N	N	N	N
	As sig n	Υ	Υ	Υ	Υ	Υ	Y	Υ	Υ	Υ	Υ	N
	Su sp en d/ Ca nc el su sp en sio n	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Se t sta tus	Υ	Υ	Y	Υ	Υ	Υ	Υ	Υ	Υ	Υ	N
	lm po rt	Y	Y	Y	Y	Y	Y	Y	Υ	Y	Y	N
	Ex po rt	Υ	Υ	Y	Υ	Υ	Y	Υ	Y	Y	Υ	N
Revi ew	Vi ew	Y	Y	Υ	Υ	Υ	Υ	Y	Υ	Υ	Y	Υ
	Edi t/ Ca nc el	Υ	Υ	Y	Υ	Y	Y	Υ	Y	Y	Y	N
	De let e	Υ	Υ	N	N	N	N	N	N	N	N	N
	Ex po rt	Υ	Υ	Y	Υ	Y	Y	Υ	Y	Y	Υ	N
Pla n ma	Cr ea te	Υ	Υ	Υ	Υ	N	Y	N	N	N	N	N
nag eme nt	Edi t	Υ	Υ	Υ	Υ	N	Y	N	N	N	N	N
	De let e	Υ	Υ	Υ	Υ	N	Υ	N	N	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Ba sel ine / Un ba sel ine	Υ	Υ	Y	Y	Z	Y	Z	N	N	Z	Z
	Se t sta tus	Υ	Υ	Y	Υ	N	Y	N	N	N	N	N
	lm po rt	Υ	Υ	Υ	Υ	N	Y	N	N	N	N	N
	Ex po rt	Υ	Υ	Y	Υ	N	Υ	N	N	N	N	Ν
Wor k setti ngs	Co nfi gu re ba sic set tin gs	Y	Y	N	Z	N	N	N	N	N	N	Z
	M an ag e ta g	Υ	Υ	Υ	Y	N	N	N	N	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Co nfi gu re wo rk ite m te m pla te	>	Y	Υ	Y	N	N	Z	Z	N	N	Z
	Co nfi gu re wo rkf lo w	Υ	Y	N	N	N	N	N	Z	N	N	N
	Co nfi gu re m od ule	Y	Y	Υ	Y	N	N	N	N	N	N	N
	Co nfi gu re do wn str ea m pr oje ct	Y	Y	Y	Y	N	N	N	Z	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Co nfi gu re do wn str ea m pr oje ct of R& D re qu ire m en t	Y	Y	N	Z	Z	N	N	N	N	N	N
	Co nfi gu re wo rk ty pe	Y	Y	N	N	N	N	N	N	N	N	N
	Co nfi gu re rev ie w	Y	Y	N	N	N	N	N	N	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Co nfi gu re au to m ati on	Y	Y	N	Y	Z	N	N	N	N	N	Z
	Co nfi gu re no tifi cat io ns	Υ	Y	Y	Z	Z	N	N	N	N	N	Z
Rec ycle bin	Cl ea r rec ycl e bi n	Y	N	N	N	N	N	N	N	N	N	N
Doc um ent	Up loa d do cu m en t/ Cr ea te dir ect y	Y	N	Y	Y	N	N	N	N	Y	N	Z

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Edi t do cu m en t pr op ert y/ Re na e dir ect or y/ M ov e dir ect or y	Y	N	N	N	N	N	N	N	N	N	Z
	De let e do cu m en t/ dir ect or y	Υ	N	N	N	N	N	N	N	N	N	Z

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Co mm itter	Tes t Ma na ger	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Do wn loa d do cu m en t	Y	Z	Υ	>	Z	N	N	N	N	N	Z
	Pr evi ew do cu m en t	Υ	Z	Υ	Υ	N	N	N	N	N	N	N

Table 6-4 Default roles and permissions in Scrum projects

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Com mitt er	Te st M an ag er	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
Basi c proj	Ar chi ve	Y	Y	N	N	N	Y	N	N	N	N	N
ect info rma tion	Co nv ert typ e	Y	N	N	N	N	N	N	N	N	N	N
Pla n	Cr eat e	Υ	Υ	Y	Υ	Υ	Y	Υ	Υ	Υ	Υ	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Com mitt er	Te st M an ag er	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Edi t	Υ	Υ	Υ	Υ	N	Y	N	N	N	N	N
	De let e	Υ	Υ	Y	Υ	N	Y	N	N	N	N	N
Wor k ite m	Cr eat e/ Co py	Y	Υ	Υ	Y	Y	Υ	Υ	Υ	Υ	Υ	Z
	Edi t	Υ	Υ	Υ	Υ	Z	Y	N	Υ	N	N	N
	De let e	Υ	Υ	Y	Y	N	Y	N	N	N	N	N
	lm po rt	Υ	Υ	Y	Υ	Υ	Y	Υ	Υ	Υ	Υ	N
	Ex po rt	Υ	Υ	Y	Υ	Υ	Υ	Υ	Y	Υ	Υ	N
	Ar chi ve/ Un arc hiv e	Y	Y	Y	Y	N	Υ	N	N	N	N	N
	Up loa d file	Υ	Υ	Y	Υ	N	Υ	N	N	N	N	N
Spri nt	Cr eat e	Υ	Υ	Y	N	N	Υ	N	N	N	N	N
	Edi t	Υ	Υ	Υ	N	N	Υ	N	N	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Com mitt er	Te st M an ag er	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	De let e	Υ	Υ	Y	N	N	Υ	N	N	N	N	N
	Set sta tus	Υ	Υ	N	N	N	Y	N	N	N	N	N
Cha rt	Cr eat e ch art	Y	Y	Y	Y	Y	Y	Y	N	Y	Y	N
	Edi t ch art	Υ	Υ	N	N	N	Υ	N	N	N	N	N
	De let e ch art	Y	Y	N	N	N	Υ	N	N	N	N	N
	M ov e ch art	Y	Y	N	N	N	Υ	N	N	N	N	N
	Ex po rt ch art	Y	Y	N	N	Y	Υ	Y	N	Y	Y	Z
	Cr eat e cat eg or y	Y	Y	Y	Y	Υ	Υ	Y	N	Y	Y	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Com mitt er	Te st M an ag er	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Re na me cat eg or y	Υ	Y	Y	Y	Y	Y	Z	Z	N	N	N
	M ov e cat eg or y	Υ	Υ	N	Z	N	Υ	N	N	N	N	N
	De let e cat eg or y	Υ	Υ	N	Z	N	Υ	Z	N	N	N	N
Cus tom izati on	Cu sto m wo rk ite m	Υ	Υ	Y	Y	N	Y	N	N	N	N	Z
	Set do m ain	Υ	Υ	Y	Υ	N	Y	N	N	N	N	N
	Co nfi gu re no tifi cat ion s	Y	Y	N	Z	N	Y	N	N	N	N	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Com mitt er	Te st M an ag er	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Co nfi gu re m od ule	Y	Y	Y	Y	N	Υ	N	N	N	N	N
	Co nfi gu re wo rk typ e	Υ	Y	Z	N	N	Υ	N	N	Z	N	Z
	Set au to m ati on	Y	Y	N	N	N	Υ	N	N	N	N	N
Doc um ent	Up loa d do cu me nt/ Cr eat e dir ect or y	Y	Y	Y	Y	N	Y	Y	Y	Y	Y	N

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Com mitt er	Te st M an ag er	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Edi t do cu me nt pr op ert y/ Re na me dir ect or y/ M ov e dir ect or y	Y	Y	N	N	N	Y	N	N	N	N	N
	De let e do cu me nt/ dir ect or y	Y	Y	N	N	N	Y	N	N	N	N	N
	Do wn loa d do cu me nt	Y	Y	Y	Y	N	Y	Y	Y	Y	Y	Y

Mo dul e	Pe rm iss io n	Proj ect Ad min istr ato r	Proj ect Ma nag er	Pro du ct Ma na ger	Syst em Eng ine er	Com mitt er	Te st M an ag er	Dev elo per	Tes ter	O& M Ma nag er	Par tici pan t	Vie wer
	Pr evi ew do cu me nt	Y	Y	Y	Y	N	Y	Y	Υ	Y	Y	Υ

7 Constraints

Specifications

Table 7-1 Constraints

Category	Item	Limit
Requirement management	Maximum number of projects for an individual	Max. 10,000.
	Maximum number of project groups for a user	Max. 50.
	Maximum number of custom roles in a project	Max. 500.
Single project	Maximum number of members	Max. 1,000.
	Maximum number of milestones	Max. 1,000.
	Maximum storage space (MB) for attachments for a single work item	Max. 50.
Scrum project	Maximum number of sprints in a project	Max. 2,000.
	Maximum number of work items in a project	Max. 30,000.

Category	Item	Limit
	Maximum number of work items that can be imported at a time	Max. 2,000.
	Maximum number of modules in a project	Max. 1,024.
	Number of work types in a project	Max. 500.
	Maximum number of filters in a project	Max. 50.
	Maximum number of domains in a project	Max. 25.
Documents	Maximum number of directory levels	Max. 5.
	Maximum number of files in a project directory	Max. 5,000.
	Maximum number of subdirectories in a project directory	Max. 100.
	Maximum size of a file (GB)	Max. 1.
	Maximum number of files that can be uploaded at a time	Max. 100.

CodeArts Req

Table 7-2 describes the constraints when you use CodeArts Req.

Table 7-2 Constraints

Category	Item	Limit
Requirement management	Maximum number of projects for an individual	Max. 10,000.
	Maximum number of project groups for a user	Max. 50.

Category	Item	Limit				
	Maximum number of custom roles in a project	Max. 500.				
Single project	Maximum number of members	Max. 1,000.				
	Maximum number of milestones	Max. 1,000.				
	Maximum storage space (MB) for attachments for a single work item	Max. 50.				
Scrum project	Maximum number of sprints in a project	Max. 2,000.				
	Maximum number of work items in a project	Max. 30,000.				
	Maximum number of work items that can be imported at a time	Max. 2,000.				
	Maximum number of modules in a project	Max. 1,024.				
	Maximum number of filters in a project	Max. 50.				
	Maximum number of domains in a project	Max. 25.				
Documents	Maximum number of directory levels	Max. 5.				
	Maximum number of files in a project directory	Max. 5,000.				
	Maximum number of subdirectories in a project directory	Max. 100.				
	Maximum size of a file (GB)	Max. 1.				

Category	Item	Limit
	Maximum number of files that can be uploaded at a time	Max. 100.