

Fast & Studious-Tutorial

This document is a basic tutorial on how to create a fast, high-quality project planning using Fast and Studious.

Note:

In order to avoid any confusion in the following tutorial regarding the use of word "project", we are defining some terms:

- Project: refers to the project that you intend to do planning with the help of Fast & Studious
- Project model: term referring to a FS project that will host all data for your project planning. In FS you can create as many projects model as you want to do planification for different type of projects or project variants.

I. How to get Fast & Studious

- Go to the following link: www.fastandstudious.com
- Register and download F&S solution
- Unzip it to some user directory (it is advised to use some destination directory where user has got all rights by default) let's consider the archive is unzipped into « user//My Documents//FS »
- WARNING: depending on your country, <u>please take care not to special characters (e.g. "é") in</u> <u>the path of your distribution</u> otherwise your service may not be fully available.

II. Launch FS

• Go to « user//My Documents//FS » (directory where archive is unzipped)

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CodeGenerator.dll	27/03/2023 15:29	Application extens	591 KE				
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CrashRpt.dll	27/03/2023 15:29	Application extens	121 KE				
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DataBase.dll	27/03/2023 15:29	Application extens	736 KE				
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msvcp140.dll	27/03/2023 15:29	Application extens	430 KE				

- Double click on « _FS » to start F&S application
- Enter your login and password received during registration
- Select a workspace in the dropdown list (if it is not selected)
- Click « Select » button



Enter your licence cre	dentials
Login:	xw_fs_dev
Password:	*****
	Remember login and password
Choose a workspace.	

Once connected to your session, you will get to FS main window

	F&S Developer			- o ×
Fast Studious				Style • 🕑 🕳 주 🗙
Fast Resources Optim Docs				
Feat & Bluffoux	Welcome to Fast &	Studious 5.2.0 (32 bets)	_	Kome Videos Support
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		PORTFOLIO DASHBOARD (WEB)	
SINGLE PROJECT DASHBOARD (He	eavy Client)	Job functions roadmap		
	Define SA	AB	Project Configuration	
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	Agreement and Stakeholders relations	ship management	Configuration Mngt	
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W of st	Proceedies -	Build schedule	Import/Export	
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Connected to: FS Tutorial Active Treeview:	Active Variant:	Active Phase:		📓 🚳 👘 🐺 🎵 100% 🤤 — 🕕 🔾

III. Open project model in FS

- 1. Create a new project model
- Open the menu
- Click on "Open Project"



A new window opens listing all project models in your current workspace.



• Click on "New Project"

Select project (WorkSpace Name: FS Tutorial)		×		
Name	∇ Access Time	Modification Time	Status	
Profile:	Open 🔻 New project	New variant	Cano	el

• In the new project window, enter a project model name and comments (as optional), validate with OK

New Pro	ject Name:		
House t	utorial		
Commer	nts:		
Commen This is a	nts: Latorial project mod	lel.	
Commen This is a	nts: I tutorial project mod	lel.	

• When your project model is created, it appears in your workspace window as follow

Select project (WorkSpace Name: FS Tutorial)						\times
Name	⊽ Ac	ccess Time	Modification Time	Status		
$-\chi$ House tutorial	25	/07/2023 11:47:08	25/07/2023 11:45:13	NORMAL		
Profile: WBS		Open	New project New variant		C	ancel

2. Open a project model

To open a project model, just select it and click on "Open" button.

You can also double click on the project model.

3. Make a copy of a project model

It is possible to create a copy of a project model to manage variants or for other purposes.

- In the "Open Project" window
- Select the project model you want to copy
- Click on "New variant"



Select project (WorkSpace Name: FS Tutorial)							\times
Name	∇	Access Time	Modific	ation Time	Status		
$-\chi$ House tutorial		25/07/2023 11:47:08	25/07/2	023 11:45:13	NORMAL		
Profile: WBS		Open	New project	New variant)	Cancel	

- In the new window, enter a name for copied project model and comments if needed, then click on OK
- To change the project model you want to make a copy of, select another project model in "Make variant of" drop list (the list includes all project models in your current workspace)

New Project variant	^
New Project Name:	
House tutorial 23-07-25 ∨1	
Make Variant of:	
House tutorial	~
Comments:	
OK Car	ncel

- IV. Filling project information in Fast Plan template
 - 1. How to get Fast Plan template?
 - You first need to have opened a project model in FS (can be empty or not)
 - In tab Studious, under Products
 - Select Products and click on Fast Plan Template export

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Fast	Studious			
Undo Redo	Products	Resources	Build WBS	Def 🔹 Ord 🔹
Undo/Redo	Prod	Products Fast F		late export
Project plan definiti	c Inter	rfaces 🕨	Fast Plan impor	t

- A confirmation window will pop up for empty project model
 - $\circ\quad \text{Leave the default values}$
 - $\circ \quad \text{Click on OK}$





- The template will be generated in Excel format
 - \circ $\;$ It will be empty if your original project is empty
 - o Or filled with project information otherwise



2. How to fill Fast Plan template?

The template is composed of 5 areas:

- Project product tree: tree like breakdown of project products. Breakdown shall respect functional hierarchy from Systems Engineering point of view i.e., sub products are contributing functionally to their parent product.
- Standard activities: to describe all the activities to be done for a said product. It is a paired values of Systems Engineering life cycle and job function. Each of the life cycle is a set standard processes from SE.
- Organization: entity responsible for product
- Estimates: cost and workload estimation (based on REX, models...)
- Project top level reviews: synchronize product milestones to top level reviews. Describing when an activity shall start and end.

In the following parts, we are going to fill some essential information of a House project in the template. We deliberately make the product tree light for the purpose of the example, feel free to add more products.



i. Project product tree (PPT)

In the PPT area, first column is to name your project and only the first row need to be filled with project name ("House" in the example).

The rest of the project products can be defined in a tree like as in the image below. "100-Land development" is a parent product of both "110-Earthmoving" and "120-Land trenches". Columns named from "prod#1" to "prod#5" are level of depth of the PPT. You can add additional columns "prod#6"... and so on if needed.

To summarize the PPT below, we have 3 top level products and 5 products of level 2 belonging to 2 separate parent products.

	Project Product tree									
Project	prod#1	prod#2	prod#3	prod#4	prod#5	Postfix				
House										
	100-Land development									
		110-Earthmoving								
		120-Land trenches								
	200-Building									
		210-Building trenches								
		220-Reinforcement of building foundations								
		230-Raw building								
	300-Electric meter									

Column "**Postfix**" purpose is to affect incremental numbers in order to differentiate products with the same name. It allows reusing rows of product. The example below will create 2 distinct Water meter product once imported.

	Project Product tree							
Project	prod#1	prod#2	prod#3	prod#4	prod#5	Postfix		
House								
	Water meter					1		
	Water meter					2		

ii. Standard activities

In the next step, you have to define the life cycle you intend to apply on each product. As explained earlier, these are Systems Engineering standard processes.

To help you fill life cycles, a drop list of available life cycles will show when you click on a cell in the Life cycle column.





By default, PM (Project management) is applied to the project (here "House").

For the rest of the products, you only need to apply life cycle to leaf product (without further child product). Plus any life cycle in regard to acquire/ACQ means no job function is needed from the from your own company.

"100-Land development" doesn't need life cycle nor job function because they are defined in its children products.

"300-Electric meter" needs a life cycle and job function because it is a leaf product.

"110-Earthmoving" doesn't need job function description.

		Project Product tree					Standard a	activities
Project	prod#1	prod#2	prod#3	prod#4	prod#5	Postfix	Life cycle	Job Function
House							РМ	Head of work
	100-Land development							
		110-Earthmoving	_				Acquire Build	
		120-Land trenches					Acquire Build	
	200-Building							
		210-Building trenches	_				Acquire Build	
		220-Reinforcement of building foundations	-				Acquire Build	
		230-Raw building					Build	Mason
	300-Electric meter						SFI_ACQ_temp	

iii. Organisation

In this step, you only have to define organization/company that is carrying out the activity on the product. Once again project "House" needs an organisation but not parent product.

		Project Product tree					Standard	activities	Organisation
Project	prod#1	prod#2	prod#3	prod#4	prod#5	Postfix	Life cycle	Job Function	Organisation
House							РМ	Head of work	House Builder
	100-Land development								
		110-Earthmoving	_				Acquire Build		Earthmoving Company
		120-Land trenches	_				Acquire Build		Earthmoving Company
	200-Building								
		210-Building trenches					Acquire Build		Earthmoving Company
		220-Reinforcement of building foundations	_				Acquire Build		Earthmoving Company
		230-Raw building					Build	Mason	House Builder
	300-Electric meter		_				SFI_ACQ_temp		House Builder



iv. Estimates

In this part, you have to define workload, cost and cycle duration estimation for each of the work package (product-life cycle-organisation). These estimations can REX or models based.

Note that cycle duration is generally larger than workload since it includes any wait stages that occurs between tasks.

		Project Product tree			Standard	activities	Organisation	Estin	nates		
Project	prod#1	prod#3	prod#4 prod#5	Postfix	Life cycle	Job Function	Organisation	Start date	Work Ioad (man *day)	Cycle Cost (ke)	Cycle Dura tion (day)
House	100-Land development				РМ	Head of work	House Builder		10		
		110-Earthmoving			Acquire Build		Earthmoving Company		0.5	5	10
		120-Land trenches			Acquire Build		Earthmoving Company		0.5	2	10
	200-Building										
		210-Building trenches			Acquire Build		Earthmoving Company		2	10	20
		220-Reinforcement of building foundations			Acquire Build		Earthmoving Company		2	10	20
		230-Raw building			Build	Mason	House Builder		100	15	60
	300-Electric meter				SFI_ACQ_temp		House Builder		1	5	2

v. Project logic/Top level reviews

In this last step, you define project main milestones with top level reviews to build a chronological logical. Reviews can be defined with raw date or can be referred as xx days/weeks/months/years after as referenced review.

By default, there are 4 top level reviews in the template: Project launch meeting, KO (kick-off), TR (transfert) and Project close-out review. For our example we added 3 more reviews in between: Star construction, Foundations reviews and End of work.

Above reviews name, you can define date constraints as shown.

- Project launch meeting shall begin on the 1st July 2023
- KO begins 1 month after PLM*
- ...
- TR begins 15 days after End of work*

		Project Product tree								Pi	oject logic/	Top leve	l reviews	6	
Project	orod#1		prod#2	prod#4	orod#5	Post	tfix	ſ	01/07/2023	PLM+1m	KO+1m	KO+2m	KO+5m	EoW+15d	EoW+1m
House								P Li N	roject aunch leeting	ко	Start construction	Foundatio ns review	End of work	TR	Project Close-out review
	100-Land development														

*1 as you can see, we use acronyms defined in excel tab "Reviews acronyms" to refer reviews one to another more easily.

P	Project Plan Model	Revie	ws acronyms	Descripti	on
	Acronym		Review		
	PLM		Project Launch	Meeting	
	EoW		End of work		



Finally, for each of the not leaf product, you have to define at which review it starts and at which it ends. While there is no product starting at PLM or KO, there are still some activities related to project (from PM life cycle) to be carry out between these reviews.

		Project Product tree							P	roject logic/	Top leve	l reviews	;	
Project	prod#1	0#p	prod#2	prod#3	prod#4	prod#5	Postfix	01/07/2023	PLM+1m	KO+1m	KO+2m	KO+5m	EoW+15d	EoW+1m
Hausa								Project Launch Monting	KO	Start	Foundatio	End of	тр	Project Close-out
nouse	100-Land development		+	-	_	-		wieering	ĸo	construction	IIS TEVIEW	WOIK	IN	Teview
		110-Earthmoving 120-Land trenches	_							Start Start	End End			
	200-Building													
		210-Building trenches 220-Reinforcement of building foundations 230-Raw building	_							Start Start	End End Start	End		
	300-Electric meter											Start	End	

Congratulations, you have now done 99% of the work for a fast planning of your project.

Save your template.

V. Run Fast plan in FS

Now let's go back to F&S.

- Open a project model in F&S ("House tutorial" in the example)
- Click on button "Fast Plan"
- Select your fast plan template from your save location

	F&S Developer - [House tutorial]				
Fast Plan	\$ S Please select input file for Fast Plan				×
Project plan definition ${\mathfrak p}$ $-{\mathfrak X}$ House tutorial	\leftrightarrow \rightarrow \checkmark \uparrow ${\frown}$ > Bureau > FS house	tutorial	~ C	Rechercher dans : FS house	م
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Depending on the size of your template, fast plan import can take up to 3min.

VI. Viewpoints

1. Cumulative view

Once the import is done, your project model should be like this.

On the left, 4 treeviews capitalizing different types of objects: Product, Organisation, WBS and job functions.



On the right is for diagrams visualization. The default view is the Cumulative view where you can visualize products, workloads and cost planning projection in line with top level reviews that you have previously defined.



2. Navigating in F&S

You can navigate through all type of objects directly in treeviews. For example, double click on product "200-Building" allows you to "enter" into this object and focus your view point on it. All diagrams will automatically change focus. Now the cumulative view is centered on sub products of "200-Building".





Same can be done on job functions or work package if you want to see planning for a specific job of activities.

3. Gantt

Next to Cumulative view, you have Gantt. Clicking on it displays Gantt diagram of the current selected object.

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- 110-Earthmoving // Acquire_AB[110-Earthmoving] // KO_AB[110-Earthmoving] KO_AB[110-Earthmoving] Monitor_AB[110-Earthmoving]	Acq Acq No skill>	28 Days		9/28/2023	0/25	112	112	//10	1123	//30	8/0	6/15	0/20	0/2/	9/3	9/10	3/17	7/24	10/1	10/8	10/15	10/22	10/27	11/.
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- 120-Land trenches	Acq	28 Days	9/1/2023	9/28/2023											_	_	_							
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 220-Reinforcement of building foundations 	Acq	28 Days	9/1/2023	9/28/2023											-	_	_							
Acquire_AB[220-Reinforcement of building foundati A	Acq	6 Days	9/1/2023	9/6/2023											Acq	quire_Al	в							
KO_AB[220-Reinforcement of building foundations] <no< td=""><td>No skill></td><td>0 Days</td><td>9/7/2023</td><td>9/7/2023</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>ko</td><td>_AB</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></no<>	No skill>	0 Days	9/7/2023	9/7/2023											ko	_AB								
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 230-Raw building M 	Mason	92 Days	10/2/2023	12/31/2023															_	-	_	-		_
Build_BLD[230-Raw building] M	Mason	90 Days	10/2/2023	12/29/2023																				
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= 300-Electric meter F	Proj	15 Days	1/1/2024	1/15/2024																				
Manage Stakeholder relationship[300-Electric meter] F	Proj	15 Days	1/1/2024	1/15/2024																				
Request and compliance[300-Electric meter] F	Proj	1 Day	1/1/2024	1/1/2024																				
AR[300-Electric meter]	vo skill>	0 Days	1/2/2024	1/2/2024																				
Decommissionning[300-Electric meter] <no< td=""><td>vo skill></td><td>0 Days</td><td>1/12/2024</td><td>1/12/2024</td><td></td><td>_</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></no<>	vo skill>	0 Days	1/12/2024	1/12/2024		_																		



A "time scale" is available to adjust displaying time scale to your project duration (days, weeks, months and years).

There is also a possibility to precisely narrow the period interval with exact dates to have a better focus.

Cumula	ative view	Gantt o	diagram	Total wo	rkload	S-curve	Global scope
Group	tasks by: pr	roduct	• T	ime scale:	Weeks	 Scroll 	to:
From:	03/07/202	3 ~					
To:	01/02/2024	4 ~					

Filter "Group task by" allows to sort all activities by group nature, whether it is by job function, product, work package or organization. Images below show the difference between a sort by product and by job function.

Cumulative view Gantt diagram Total work	load S-curv	ve Globa	al scope		Cumulative view Gantt diagram Total workload	S-curv	ve Globa	al scope	
Group tasks by: product Time scale:	Veeks • Se	croll to:		-	Group tasks by: job function - Time scale: Wee	s • S	croll to:		-
From: 03/07/2023 V					From: 03/07/2023 V				
To: 01/02/2024 ~					To: 01/02/2024 ~				
	Resource	Duration	Start Date	End Date					
- 100-Land development	Acq	28 Days	9/1/2023	9/28/2023	1.0	Acc	Duration 20 Days	Start Date	End Date
- 110-Earthmoving	Acq	28 Days	9/1/2023	9/28/2023	Acquire AB(110 Earthmotion]	Acq	6 Days	9/1/2023	9/20/2023
Acquire_AB[110-Earthmoving]	Acq	6 Days	9/1/2023	9/6/2023	Acquire_AB[120-Land trenches]	Acq	6 Days	9/1/2023	9/6/2023
KO_AB[110-Earthmoving]	<no skill=""></no>	0 Days	9/7/2023	9/7/2023	Acquire_AB[210-Building trenches]	Acq	6 Days	9/1/2023	9/6/2023
Monitor_AB[110-Earthmoving]	Acq	22 Days	9/7/2023	9/28/2023	Acquire AB(220-Reinforcement of building foundation	Acq	6 Days	9/1/2023	9/6/2023
Build_Supp[110-Earthmoving]	<no skill=""></no>	21 Days	9/7/2023	9/27/2023	Monitor AB[110-Farthmoving]	Acq	22 Days	9/7/2023	9/28/2023
TR_BLD[110-Earthmoving]	<no skill=""></no>	0 Days	9/29/2023	9/29/2023	Monitor AB[120-Land trenches]	Acq	22 Days	9/7/2023	9/28/2023
 120-Land trenches 	Acq	28 Days	9/1/2023	9/28/2023	Monitor AB[210-Building trenches]	Acq	22 Days	9/7/2023	9/28/2023
Acquire_AB[120-Land trenches]	Acq	6 Days	9/1/2023	9/6/2023	Monitor AB[220-Reinforcement of building foundation	Acq	22 Davs	9/7/2023	9/28/2023
KO_AB[120-Land trenches]	<no skill=""></no>	0 Days	9/7/2023	9/7/2023	- Mason	Mason	90 Days	10/2/2023	12/29/2023
Monitor_AB[120-Land trenches]	Acq	22 Days	9/7/2023	9/28/2023	Build BLD(230-Raw building)	Mason	90 Davs	10/2/2023	12/29/2023
Build_Supp[120-Land trenches]	<no skill=""></no>	21 Days	9/7/2023	9/27/2023	- Proj	Proj	200 Davs	7/3/2023	1/17/2024
TR_BLD[120-Land trenches]	<no skill=""></no>	0 Days	9/29/2023	9/29/2023	Project planning[Project]	Proj	40 Davs	7/3/2023	8/11/2023
 200-Building 	Acq	123 Days	9/1/2023	12/31/2023	Project Monitoring & Control[Project]	Proj	171 Dava	8/1/2023	1/17/2024
 210-Building trenches 	Acq	28 Days	9/1/2023	9/28/2023	Manage Stakeholder relationship[300-Electric meter]	Proj	15 Days	1/1/2024	1/15/2024
Acquire_AB[210-Building trenches]	Acq	6 Days	9/1/2023	9/6/2023	Request and compliance[300_Flactric mater]	Proj	1 Day	1/1/2024	1/1/2024



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Time scale. Mor	1013 . 30																
From: 03/07/2023 V																	2E tasks shown
To: 01/02/2024 ~															_	_	35 tasks shown
					-23	-23	.53	.53	-23	-23	-24	-24					
	Resource	Duration	Start Date	End Date	Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb					
 100-Land development 	Acq	28 Days	9/1/2023	9/28/2023													
 110-Earthmoving 	Acq	28 Days	9/1/2023	9/28/2023													
Acquire_AB[110-Earthmoving]	Acq	6 Days	9/1/2023	9/6/2023			Acqu	uire_AB									
KO_AB[110-Earthmoving]	<no skill≻<="" td=""><td>0 Days</td><td>9/7/2023</td><td>9/7/2023</td><td></td><td></td><td>KO_</td><td>AB</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></no>	0 Days	9/7/2023	9/7/2023			KO_	AB									
Monitor_AB[110-Earthmoving]	Acq	22 Days	9/7/2023	9/28/2023				Monitor	r_AB								
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TR_BLD[110-Earthmoving]	<no skill≻<="" td=""><td>0 Days</td><td>9/29/2023</td><td>9/29/2023</td><td></td><td></td><td></td><td>TR_BL</td><td>D</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></no>	0 Days	9/29/2023	9/29/2023				TR_BL	D								
 120-Land trenches 	Acq	28 Days	9/1/2023	9/28/2023													
Acquire_AB[120-Land trenches]	Acq	6 Days	9/1/2023	9/6/2023			Acqu	uire_AB									
KO_AB[120-Land trenches]	<no skill≻<="" td=""><td>0 Days</td><td>9/7/2023</td><td>9/7/2023</td><td></td><td></td><td>KO_</td><td>AB</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></no>	0 Days	9/7/2023	9/7/2023			KO_	AB									
Monitor_AB[120-Land trenches]	Acq	22 Days	9/7/2023	9/28/2023				Monitor	r_AB								
Build_Supp[120-Land trenches]	<no skill≻<="" td=""><td>21 Days</td><td>9/7/2023</td><td>9/27/2023</td><td></td><td></td><td></td><td>Build_S</td><td>upp</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></no>	21 Days	9/7/2023	9/27/2023				Build_S	upp								
TR_BLD[120-Land trenches]	<no skill≻<="" td=""><td>0 Days</td><td>9/29/2023</td><td>9/29/2023</td><td></td><td></td><td></td><td>TR_BL</td><td>D</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></no>	0 Days	9/29/2023	9/29/2023				TR_BL	D								
 200-Building 	Acq	123 Days	9/1/2023	12/31/2023			_		_	_							
 210-Building trenches 	Acq	28 Days	9/1/2023	9/28/2023													
Acquire_AB[210-Building trenches]	Acq	6 Days	9/1/2023	9/6/2023			Acqu	ire_AB									
KO_AB[210-Building trenches]	<no skill≻<="" td=""><td>0 Days</td><td>9/7/2023</td><td>9/7/2023</td><td></td><td></td><td>KO_</td><td>AB</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></no>	0 Days	9/7/2023	9/7/2023			KO_	AB									
Monitor_AB[210-Building trenches]	Acq	22 Days	9/7/2023	9/28/2023				Monitor	r_AB								
Build_Supp[210-Building trenches]	<no skil⊳<="" td=""><td>21 Days</td><td>9/7/2023</td><td>9/27/2023</td><td></td><td></td><td></td><td>Build_St</td><td>upp</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></no>	21 Days	9/7/2023	9/27/2023				Build_St	upp								
TR_BLD[210-Building trenches]	<no skill≻<="" td=""><td>0 Days</td><td>9/29/2023</td><td>9/29/2023</td><td></td><td></td><td></td><td>TR_BL</td><td>D</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></no>	0 Days	9/29/2023	9/29/2023				TR_BL	D								
 220-Reinforcement of building foundations 	Acq	28 Days	9/1/2023	9/28/2023													
Acquire_AB[220-Reinforcement of building foundat	i Acq	6 Days	9/1/2023	9/6/2023			Acqu	uire_AB									
KO_AB[220-Reinforcement of building foundations] ≪No skill>	0 Days	9/7/2023	9/7/2023			KO_	AB									
Monitor_AB[220-Reinforcement of building foundat	t Acq	22 Days	9/7/2023	9/28/2023				Monitor	r_AB								
Build_Supp[220-Reinforcement of building foundation	< ≺No skill>	21 Days	9/7/2023	9/27/2023				Build_St	upp								
TR_BLD[220-Reinforcement of building foundation	s ≪No skill>	0 Days	9/29/2023	9/29/2023				TR_BL	D								
 230-Raw building 	Mason	92 Days	10/2/2023	12/31/2023				_	_		•						
Build_BLD[230-Raw building]	Mason	90 Days	10/2/2023	12/29/2023							Build	BLD					
TR_BLD[230-Raw building]	<no skill≻<="" td=""><td>0 Days</td><td>1/1/2024</td><td>1/1/2024</td><td></td><td></td><td></td><td></td><td></td><td></td><td>TR_B</td><td>LD</td><td></td><td></td><td></td><td></td><td></td></no>	0 Days	1/1/2024	1/1/2024							TR_B	LD					
 300-Electric meter 	Proj	15 Days	1/1/2024	1/15/2024													
Manage Stakeholder relationship[300-Electric meter]	Proj	15 Days	1/1/2024	1/15/2024							M	lanage St	keholder relations	ship			
Request and compliance[300-Electric meter]	Proj	1 Day	1/1/2024	1/1/2024							Reque	est and c	ompliance				
AR[300-Electric meter]	<no skill=""></no>	0 Days	1/2/2024	1/2/2024							AR						
Decommissionning[300-Electric meter]	<no skill≻<="" td=""><td>0 Days</td><td>1/12/2024</td><td>1/12/2024</td><td></td><td></td><td></td><td></td><td></td><td></td><td>Dec</td><td>commiss</td><td>onning</td><td></td><td></td><td></td><td></td></no>	0 Days	1/12/2024	1/12/2024							Dec	commiss	onning				
- Tasks without product	<no skill≻<="" td=""><td>214 Days</td><td>7/3/2023</td><td>1/31/2024</td><td></td><td>_</td><td>_</td><td>-</td><td>-</td><td>_</td><td>_</td><td>•</td><td></td><td></td><td></td><td></td><td></td></no>	214 Days	7/3/2023	1/31/2024		_	_	-	-	_	_	•					
Project Launch Meeting[Project]	<no skill=""></no>	0 Days	7/3/2023	7/3/2023	Projec	t Launci	h Meetir	1g									

Total Workload





The total workload diagram displays the resources consumption along time in your project. Each color corresponds to a job function. Each vertical bar corresponds to a workload in a week. Days that are not worked appear as small blank zones between the bars.

In this picture "Available resources" curve is flat but in the application it's possible to specify your job functions availability. The "Available resources" curve allows you to see if you overload your capacity.

Selecting the "Filter by job function" button, it's possible to select one or several job functions and check workload for this selection. The colors then correspond to tasks using these job functions.



Selecting Check all, you return to the initial display.

4. S-Curve

The S Curve is an estimate of the cost of the project over time. It is based on hourly cost per job function and acquisition or fee related to every activity.

Vertical segments correspond to purchases. Expenses are supposed to be performed at the beginning of the related activity.

Reviews are reminded into the diagram.





5. Local view

Eventually a tab "global scope" or "local view" is available. It reminds all activities related to the selected scope. Selected scope depends on the treeview, it may be a product, an organization, a job function or a workpackage.

The diagram is two folded, the top part is a workload diagram, colors relating to activities/tasks according the legend of the diagram.

The bottom part is a Gantt like diagram, red colored activities correspond to activities you cannot move without impacting the critical path of the project, in simpler words changing duration of a red activity will often change duration of the project. Leight colored activities you can move without impact on the critical path.

Take care color convention is different depending you look at the top or bottom part of the diagram.

You can select an activity in the Gantt part and this will allow you changing its start date and duration. Simply move your mouse to a particular bar, the name of the activity will be highlighted, you can then right click on it to change the attributes. We will not explain this further in this tutorial, relate to user guide.

Finally, some operations are available in this diagram. You can zoom in the bottom part and look at a portion of the project where there is a problem with workload for instance.



- Q Zoom in selection
- ← → Undo redo allows undoing zooming operations for instance.





6. Next Stage

Now you are ready to design your Fast Plan for your own project and build a planning from it. At least you should be comfortable enough with our tool interface.

For more information and best practices you should apply to build your Fast Plan, please look at the available documents on our Support page: <u>https://fastandstudious.com/support/</u>