

codeBeamer

CodeBeamer is a highly scalable collaborative software development platform that provides complete application lifecycle management. It integrates individuals into teams and teams into enterprises for the purpose of collaborating, knowledge sharing and working effectively from diverse locations.



"Since Intland Software was awarded the RFQ in August of 2004, we have been quite happy with both the support we have received from Intland as well as all of codeBeamer's functionalities including project management, source code management, document management, project forums, issue tracking, wiki, source code statistics, version control integration, and integration with USDA's authentication/authorization infrastructure. codeBeamer currently hosts 291 projects"

- Olaf David, Ph.D., Research Scientist

USDA/NRCS Customer Success Story

Frank Geter, National Modeling Specialist and Olaf David, Ph.D., Research Scientist at United States Department of Agriculture Natural Resources Conservation Services evaluated a number of different collaborative software platforms, including document collaboration only tools, before selecting Intland Software's codeBeamer its system for collaborative software development.

"At NRCS, we had 250 developers dispersed geographically beyond just Fort Collins. Then once we started to work on the Object Modeling System, our developers expanded across, Fort Collins, Fort Worth, Washington DC, Portland and even in Germany. We knew we needed a robust collaborative software development system" - said Geter.

Olaf David, research scientist at NRCS led the effort and identified the following critical requirements. The solution must be able to support decentralized, network-dispersed, teamoriented, code development and project management. It must facilitate web based team communication, issue tracking, user access permissions, collaborative code and document management and leverage existing version control systems. Additional business requirements include easy installation and low ongoing maintenance as well as a licensing model that supports USDA's business practice.

Intland Software was awarded the purchase contract after a competitive RFQ process. Other serious products considered were SourceForge, and COLLABNET.

Ultimately codeBeamer was chosen because at the time,

- it was by far the easiest product to install,
- it was the only solution that had the ability to integrate with USDA's version control system, Subversion,
- it required no professional consulting services to keep it operational and
- it was the only collaborative software solution in its class that offered a floating license model necessary to support USDA's need to allow up to 250 developers access when they need it.

Furthermore, "At USDA/NRCS, we have standardize our modeling efforts using a Netbeans based Modeling Platform (Object Modeling System). We chose Netbeans, codeBeamer, and Subversion because it is the only fully integrated collaboration solution that could effectively facilitate our development and deployment of simulation models in order to support modeling projects, such as the water supply forecasting project in the U.S." - said David.