

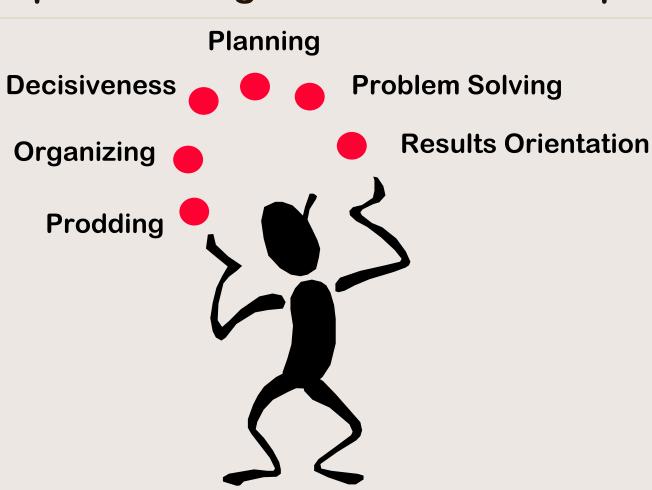
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# There is No Quick Fix It Requires Thoughtfulness and Discipline



O Douglas H. Holly

# How does a project evolve?

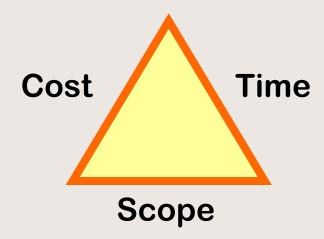
Projects follow a consistent pattern

Planning Street Executing Controlling Closing

# What Is a Project?

As Experienced

It is a near impossible task that you are given. It needed to be done yesterday for next to nothing.



# Apply your time productively

- Clarify Requirements
- Plan Build a schedule
- Estimating
- Track progress and adapt
- Make it fun and memorable
- Learn from your experience

# The value is in the planning, not the plan. – Jim Pellicano

- My approach to Projects has an emphasis on planning
  - It clarifies the project objectives.
  - It helps you think through various ways to accomplish the work.
  - It gets the project team and sponsors aligned with the project.

"Better results, achieved faster"



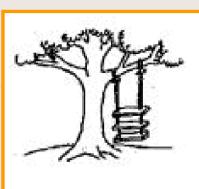
# First a Quick Experiment

# How long does it take to clean a car?

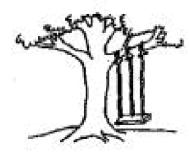
# Requirements

**Managing Expectations** 

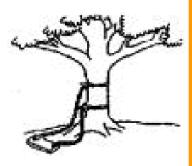
S=P/E







As specified in the project request.



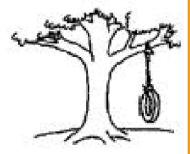
As designed by the senior architect.



As produced by the engineers.



As installed at the user's site.



What the customer really wanted.

# **Clarifying Expectations**

I Know You Think You Heard What You Thought I Said...

- Identify the influential stakeholders
- Write out and agree on the charter
  - Get it in black and white
  - Keep it simple
- Be specific
  - Dates
  - High level requirements
  - Cost
  - Authority

## Charter to Take a Trip

 First, I believe that this nation should commit itself to achieving the goal, before this decade is out, of landing a man on the moon and returning him safely to the earth.

-John F. Kennedy, May 25, 1961, Speech to Congress



#### **Charter for a Test Set**

- T1 and FT1 channel testing
- Outside Plant feature set
- Water resistant
- Under 3 pounds
- Handheld
- 3 hours of battery life
- Under \$6,000
- Shipping in 12 months
- \$2M development cost



#### Rules for a Charter

- Keep it short
  - No more then one page or chart
- Keep it simple
  - The essential elements, top level
- Get alignment
  - Everyone should agree on this short and simple document
- Be specific
  - Objective, dates, cost

# **Documenting Requirements**

- Complex deliverables need requirements spelled out
  - Bits and bytes
  - Speeds and feeds
- Sometimes must prototype to confirm needs
  - Particularly true for user interfaces
  - Beware "I'll know it when I see it"
- Becomes the test for completion

# Scheduling



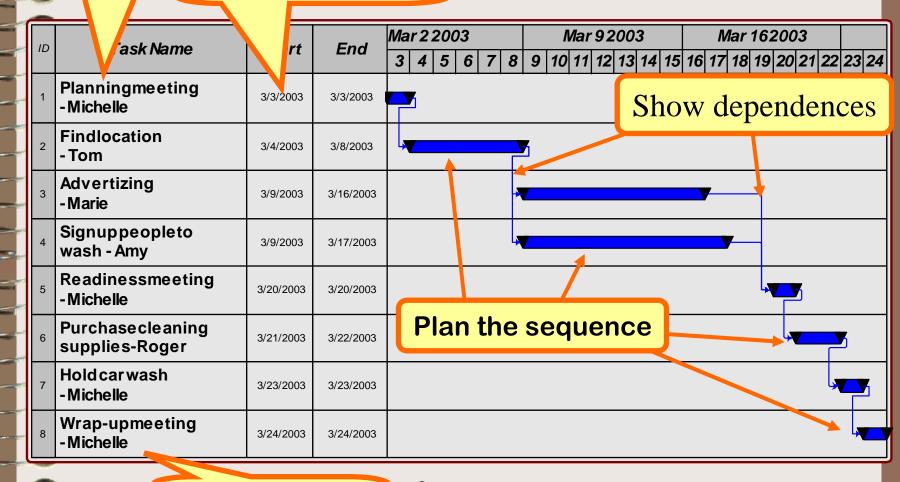
# **Practical Scheduling**

- Break the project down into manageable steps
- Scheduling is like assembling a puzzle that trades off time, cost and requirements against:
  - Dependencies
  - Parallel tasks
  - Who can do what

Establish Manageable Tasks

### **Gantt Chart Schedule**

Set specific dates





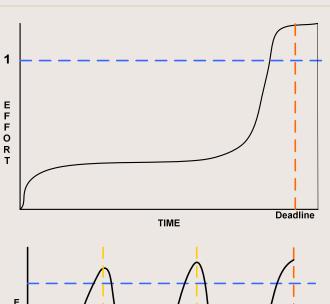
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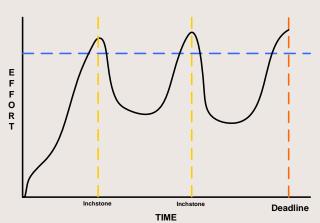
# What Scheduling Tool to Use?

- Use what is right for the job
  - A List
  - Word, Excel, Visio
  - Microsoft Project
  - Many other good schedule tools
- The tool should:
  - Organize the tasks and resources
  - Convey clearly to others what to do
  - Allow you to measure progress

# The Impact of Milestones

- Effort increases as deadlines approach.
- Use inch stones to keep the effort level up.
- Maximize the area under the curve.





#### Schedule Rules

- What are your schedule rules?
- Part of your culture
  - Distractions, reassignment,
- Repeatable, consistent

# Sample Schedule Rules

- No one double scheduled (level resources)
  - Tech leads 60%
  - Individual contributors 80%
- Single resource per task
- No milestone on fixed date (use tool)
- Every task should have a resource
- Every task linked
- No task more then 5 days
- Keep schedule current (re-plan incomplete tasks) at least weekly

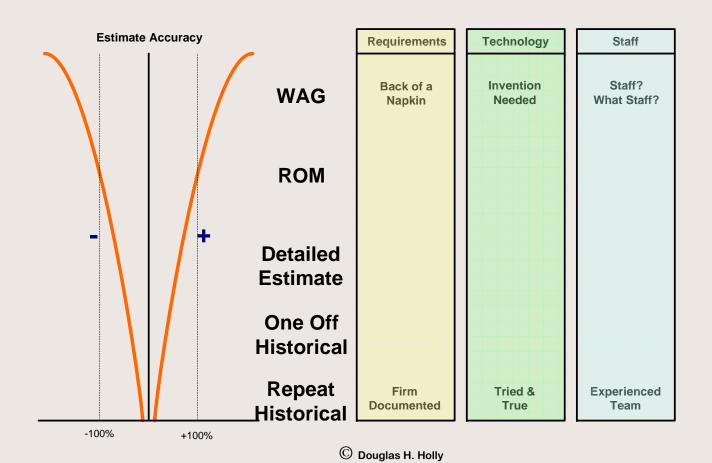
# Estimating

How long does it take to wash a car?

# Estimates are a part of all phases of a project

- Schedule
- Cost
- Technical performance
- Re-planned activities
- Recovery actions
- Get well plans

# Estimates come in many varieties



# **Estimating Cost and Effort**

And this will cost me what?

- Experience is the best guide
  - Ask others (avoid conventional ignorance)
  - Historical (documented records)
- Bottom Up Very detailed
  - Tends to over estimate
- Top Down Big picture
  - Tends to under estimate
- Balance Use multiple methods
- Need data to justify, negotiate

#### **Mark or John Estimates**

- Mark can do anything in half the time and his estimates reflect that
- John is extremely meticulous, detail oriented and careful and his estimates reflect that
- Know your estimator and how realistic their inputs are for your team.

# **Organization Culture**

 What are the typical distractions, special assignment and churn that impact the project team?

How does that impact plans?

# **Capture All Costs and Efforts**

- Labor
- Overtime
- Purchases
- Fees
- Travel
- Equipment
- Lease
- Supplies
- Software
- Shipping

- Set-up activities
- Configuration control
- Data conversion
- Prototypes
- Clarifying requirements
- Staffing efforts
- Documentation
- Design Reviews
- Bug fixes
- Post delivery support

# **Tracking Progress & Adapting**

## **Monitoring and Communicating**

**Keeping Everyone on the Same Page** 

- Frequent status meetings
- Track schedule, cost and requirements performance
- Develop list of key issues to track
- Expect recovery plans
- Status stakeholders (management, peers, important interested parties)

## **Status Meeting Agenda**

Hold a status meeting not a problem solving session

- Each area reports status
- Review overall schedule
- Review overall cost
- Status open action items
- Assign new actions, owner & date
- Schedule any follow-up meetings for complex issue resolution

# Get Issues Out Fast and Soon

- Problems Fester and Grow
- Create and environment that expects excellence, but welcomes bringing forward *real* problems.
- The project manager sets the tone for whether problems are solved quickly or are wished away.

#### Strive for Work-A-Rounds

- A work around finds a way to still meet the primary objectives.
- When problems arise challenge the team to find a solution that still achieves the primary objective
  - Agree on the primary objective
  - Create alternatives (MacGyver)
    - · Overtime,
    - Change in requirements or re-phasing,
    - Temporary use of expert,
    - New approach (necessity is the mother of invention),

# The soft side



# Who have you thanked?

- People are the engine that perform a project's work.
- Trust is the grease that makes a project run smoothly.
- Honest appreciation, recognition, respect and trustworthiness help create an environment of trust.

# Making It Memorable

Make It Fun

- Have a theme
- Plan the kick-off meeting with some pizzazz
- Have some play and social time
- Thank people as you go along
  - Weekly recognition
  - Recognize accomplishments
- Have a closing activity

# The Finishing Tool



# Conduct a Lesson Learned Session

- Every project teaches us something
- Spend at least an 30 minutes making a list of key insights
  - Things that worked
  - Things that flopped
  - Document actual times and costs

# Make Your Next Project a Run for the Roses!

