

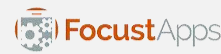


## PROJECT RESCUE 9-1-1

How to fix a project before it burns to the ground



Code PaLOUsa is made possible in part by these awesome sponsors!



# Jim Everett

Developer, Architect, Software Enthusiast



## Experience

HMBer

Married father of 2

Software Enthusiast

16 years of .NET Experience

Enterprise Architect

Developer

Scrum Master

Life Learner



<https://twitter.com/CognitiveBurden>



<https://github.com/cognitiveburden>



[cognitiveburden@gmail.com](mailto:cognitiveburden@gmail.com)



# Outline

What is going to be covered?



## Why listen to me

My project background



## Early Warning Signs

Identifiable issues which you can look for to determine a problem may arise.



## Goals

The goals of the presentation



## Causes

What are root causes of issues?



## The Project

Example project



## Approaches

What approaches can you take to remediate issues?

## Why listen to me?

---

**4**

### **FOUR YEARS**

Spent the last 4 years firefighting projects.



### **PLAYED MANY ROLES**

Been a developer, team lead, architect, and manager.



### **MANY SUCCESSFUL PROJECTS**

And a few which were not successful.

# Goals



## Anticipate

What are the **EARLY WARNING SIGNS** of trouble in your project?

## Understand

What are the **CAUSES** of the issues we identified?



## Approaches

With identified issues and defined causes, what **APPROACHES** can remediate these issues?



# The Project

## Calculation Project

### TIMELINE



**Mandated Start Date**

**Estimates Predict Overrun**

**Missing Estimates**

### CALCULATION



**Main Business Value**

**Compare 2 Numbers**

**Focus on Correctness**

### BUDGET



**Fixed Budget**

### TEAM



**Team Already Established**

**All Roles Filled**



## EARLY WARNING SIGNS

"Anticipate the difficult by managing the easy." - Lao Tzu





# Issue: Team Dynamics

“The most important single ingredient in the formula of success is knowing how to get along with people.” – Theodore Roosevelt



**DISHARMONY**



**POISON PILL**



**OWN AGENDA**



**DON'T SOCIALIZE**

# Issue: Poor Communication

"The art of communication is the language of leadership." - James Humes



## BORING MEETINGS

People present ideas in meetings, but never get any feedback.



## NEGATIVITY

The team is always negative, everyone shoots down ideas immediately. Individuals are snarky, sarcastic or passive aggressive.



## NOT US

Most of the conversations between team members include language like "YOU" and "THEM".

# Issue: Slipping Estimates

The Team

Is Not Able

To Meet

Estimates

## Almost Done

Team members tell you multiple times they are “Almost Done”, “80%” and have no blocking issues. This work lasts the entire iteration.

## Standups

Every standup has people working on the same task with an expectation to be finished tomorrow, only to hear about the same item during standup the next day.

## Never Hit the Mark

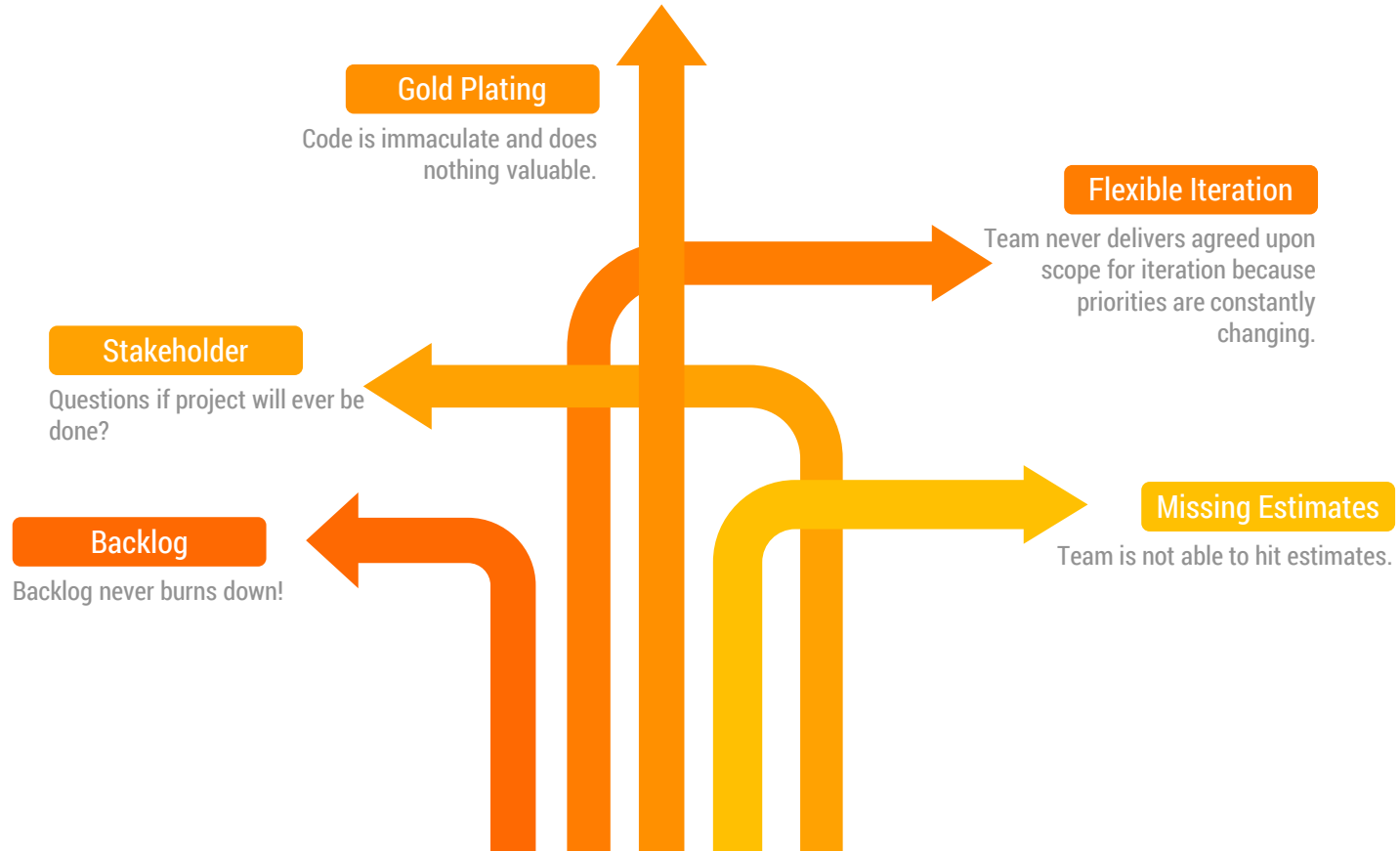
Estimates are NOT accurate, but your team should show you a distribution of meeting estimates.

## Scope Carried Over

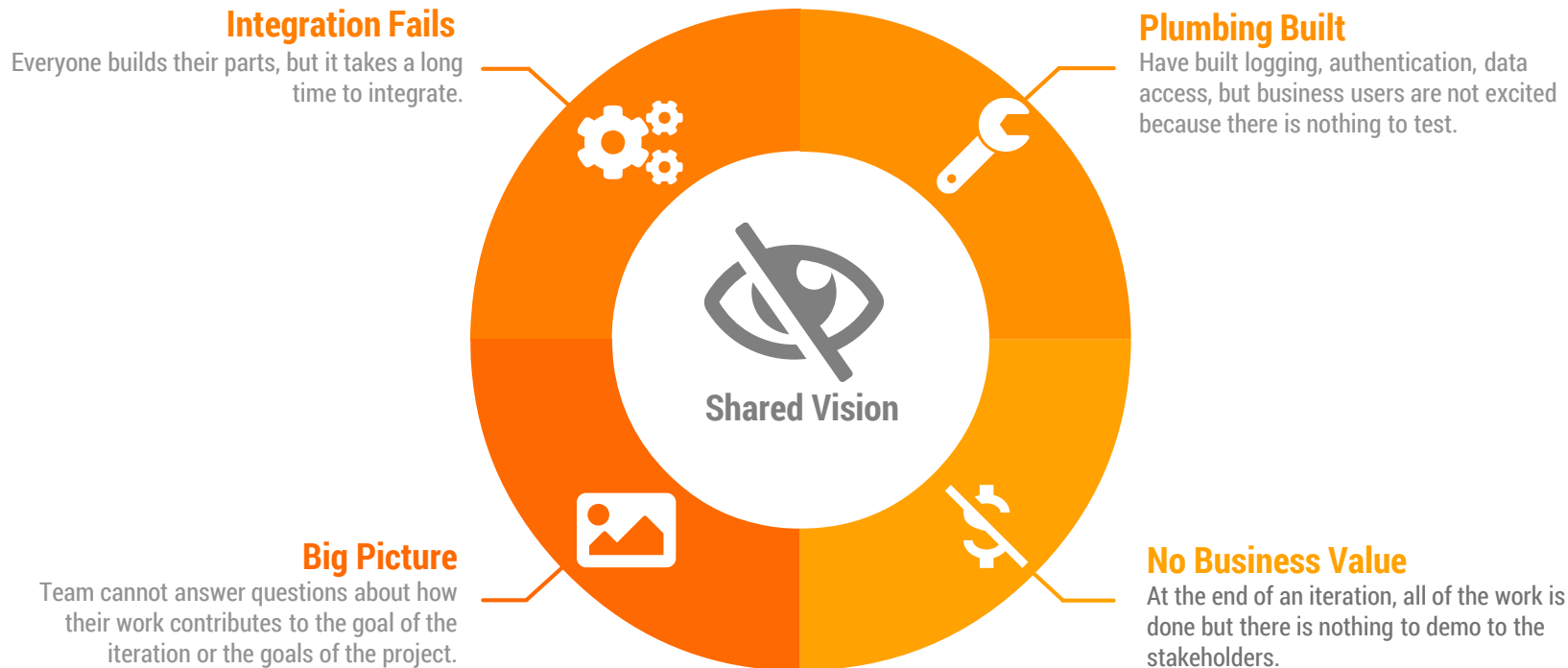
Iterations end with many pieces and parts of the scope being carried over.

# Issue: Scope Management

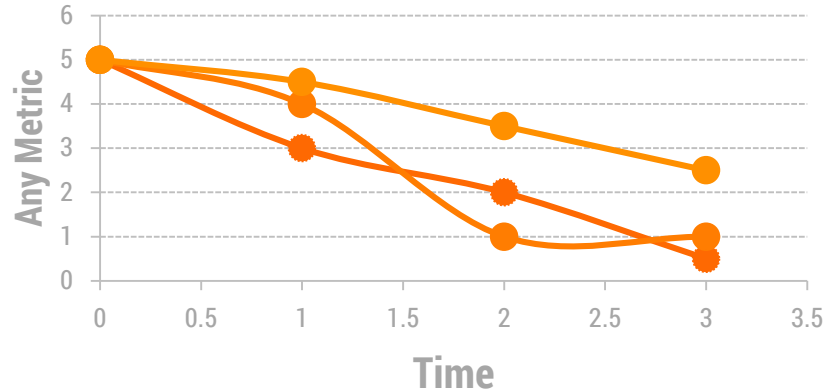
"Deciding what not to do is as important as deciding what to do." -Steve Jobs



# Issue: Lack of Shared Vision



# Issue: Project Tracking is Off



## NOT HITTING THE MARK

Team is not able to meet daily, weekly or iteration scheduled tasks.

## TRACKING

Unable to predict where the project is because don't have accurate information.

## NEVER NEGATIVE

People have a natural inclination not to provide negative information.

## ART & SCIENCE

Project management is a mix of art and science. When one overshadows the other, we have a problem.

# Issue: Frustrated Stakeholders



## **WILL IT EVER END**

Asking if the project will ever end?



## **NOT INTERESTED IN FEATURES**

Stakeholders are not interested or impressed by the features team is delivering.



## **LACK OF PROGRESS**

Frustration at lack of progress.





## CAUSES

"Every cause produces more than one effect." – Herbert Spencer

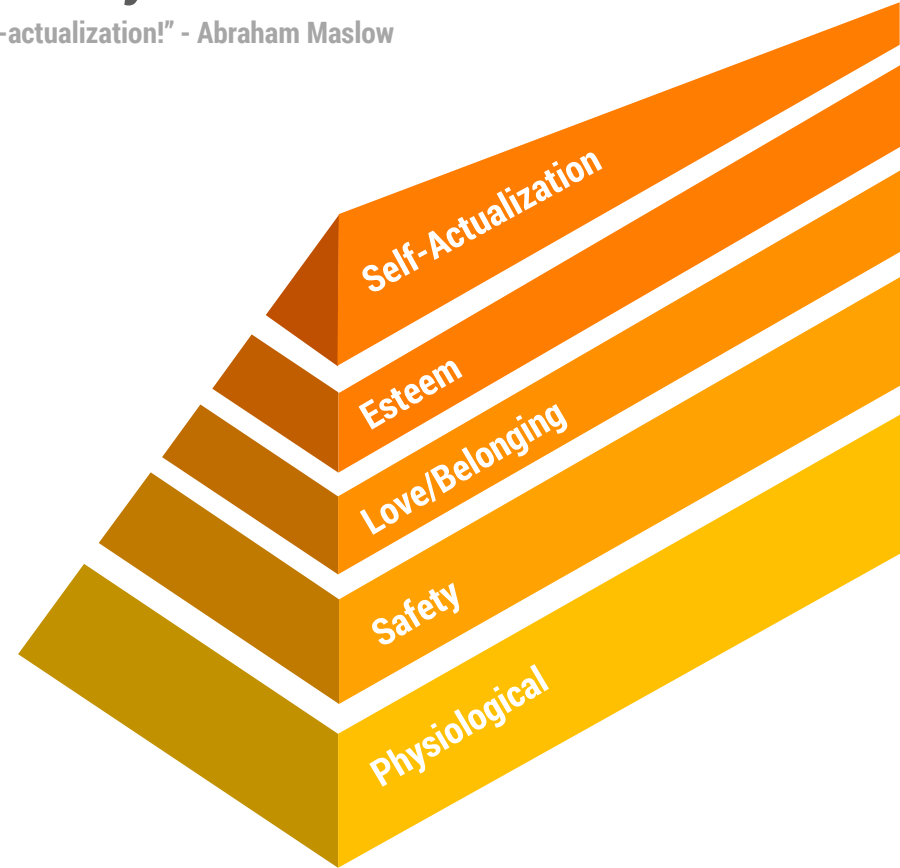




# Cause: Maslow's Hierarchy of Needs

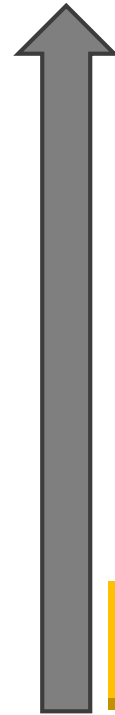
"What a man can be, he must be. This need we call self-actualization!" - Abraham Maslow

- ✓ **Self-Actualization**  
Morality, **Creativity**, **Problem Solving**,  
Acceptance of Facts.
- ✓ **Esteem**  
Self-Esteem, Confidence, Achievement, Respect  
of Others, Respect by Others.
- ✓ **Love/Belonging**  
Friendship, Family, Intimacy, Part of Group
- ✓ **Safety**  
Security of Self, Employment, Resources,  
Family, Health, Property.
- ✓ **Physiological**  
Breathing, Food, Water, Sleep



# Cause: Five Dysfunctions of a Team

Patrick Lencioni



Inattention to  
**Results**

Avoidance of  
**Accountability**

Lack of  
**Commitment**

Fear of  
**Conflict**

Absence of  
**Trust**

# Cause: Absence of Trust

“Trust is the foundation of teamwork!” – Patrick Lencioni



## Vulnerability

People who are able to admit the truth about themselves do not to engage in the kind of political behavior which wastes everyone's time and energy. Showing vulnerability is difficult due to self-preservation.



## Leader Goes First

A team will never exhibit vulnerability-based trust if the leader does not show the group his/her limitations.

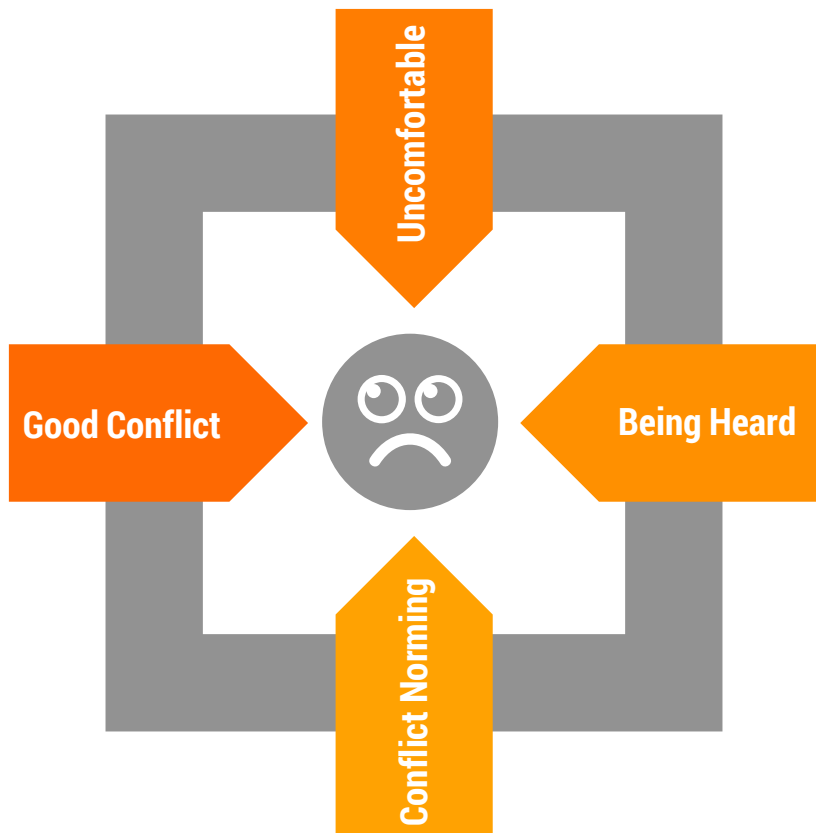


## Share Ideas

Without vulnerability-based trust, people will not express their true ideas for fear of being judged harshly.

# Cause: Fear of Conflict

“Conflict is neither good nor bad. Properly managed, it is absolutely vital.” – Kenneth Kaye



## Good Conflict

Requires trust and is all about engaging in unfiltered and passionate debate around issues.

## Uncomfortable

Conflict among team members may become uncomfortable at times.

## Being Heard

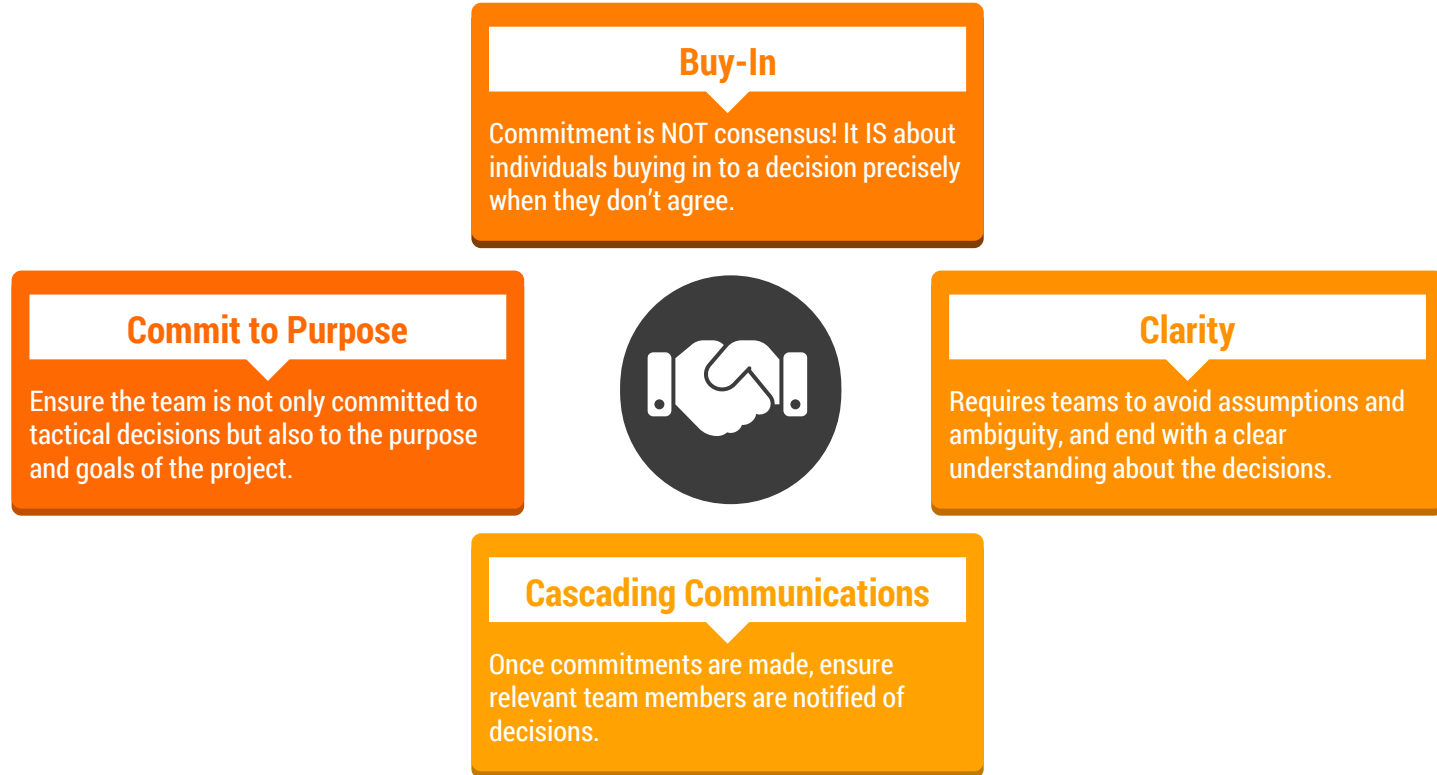
Without constructive conflict, people will not believe their opinions are truly heard.

## Normalizing Conflict

As a team, set ground rules for how to engage in conflict.

# Cause: Lack of Commitment

"Mediocrity's easy, the good things take time, the great need **commitment**." - Bob Seger



# Cause: Avoidance of Accountability

"A culture of accountability makes a good organization great and a great organization unstoppable." - Henry Evans



**Peers Keep Each Other Accountable**

*The best accountability occurs directly amongst peers.*



**Leaders Must Confront Issues**

*A culture of accountability must include a leader demonstrating the willingness to confront difficult issues.*



**Best Time During Meetings**

*The best time to hold other accountable is during meetings.*

# Cause: Inattention to Results



## The Results

A true measure of a great team is accomplishing the **results** they set out to achieve.

## Prioritize Team Results

To avoid distractions, team members must prioritize results of the team over individual results.



## Make it Public

To remain focused, teams must publicly state their desired results and keep them visible.



## APPROACHES

"You must change your approach in order to change your results." – Jim Rohn





# Approach: Move

"If you spend too much time thinking about a thing, you'll never get it done." – Bruce Lee



## Decisions

What is the cost of working to ensure you are not making a poor decision? Make a decision, move in that direction, assess and adjust.

## Prioritize Risk

What are the parts of the project which could cause the most impact if they are not solved?  
Prioritize those items.



## Business Value Star

Make creating business value your guiding star. If the project were cancelled today, what could the business use to derive value?

## Approach: Risk Based Priority



# Approach: Gel the Team

"Teamwork makes the dream work..." - John C. Maxwell



## Happy Hour

After hours to blow off the steam of the day.

## Potluck

Have a day where each team member brings in a dish. Every dish has a back story.



## War Room

Place team in a new space with the objective of getting work done.

## Team Lunch

Have a weekly or monthly day the team goes out to lunch together. The team that eats together, collaborates better.



## Standup Activity

Create a fun activity to do every Friday during standup.



# Approach: Communicate

“The biggest communication problem is we do not listen to understand. We listen to reply.” – Stephen R. Covey

## Show Vulnerability



Team leaders need to show they have strengths and weaknesses, to show team members they can let their guard down.

## Normalizing Conflict



Define the expectations for conflict which can be uncomfortable. Set the 'Rules of Engagement' to demonstrate the need for conflict and boundaries for how to express.

## Mining Conflict



Seek out opportunities to unearth buried conflict. Don't jump in the stop conflict, let it play out.

## Profiling Conflict

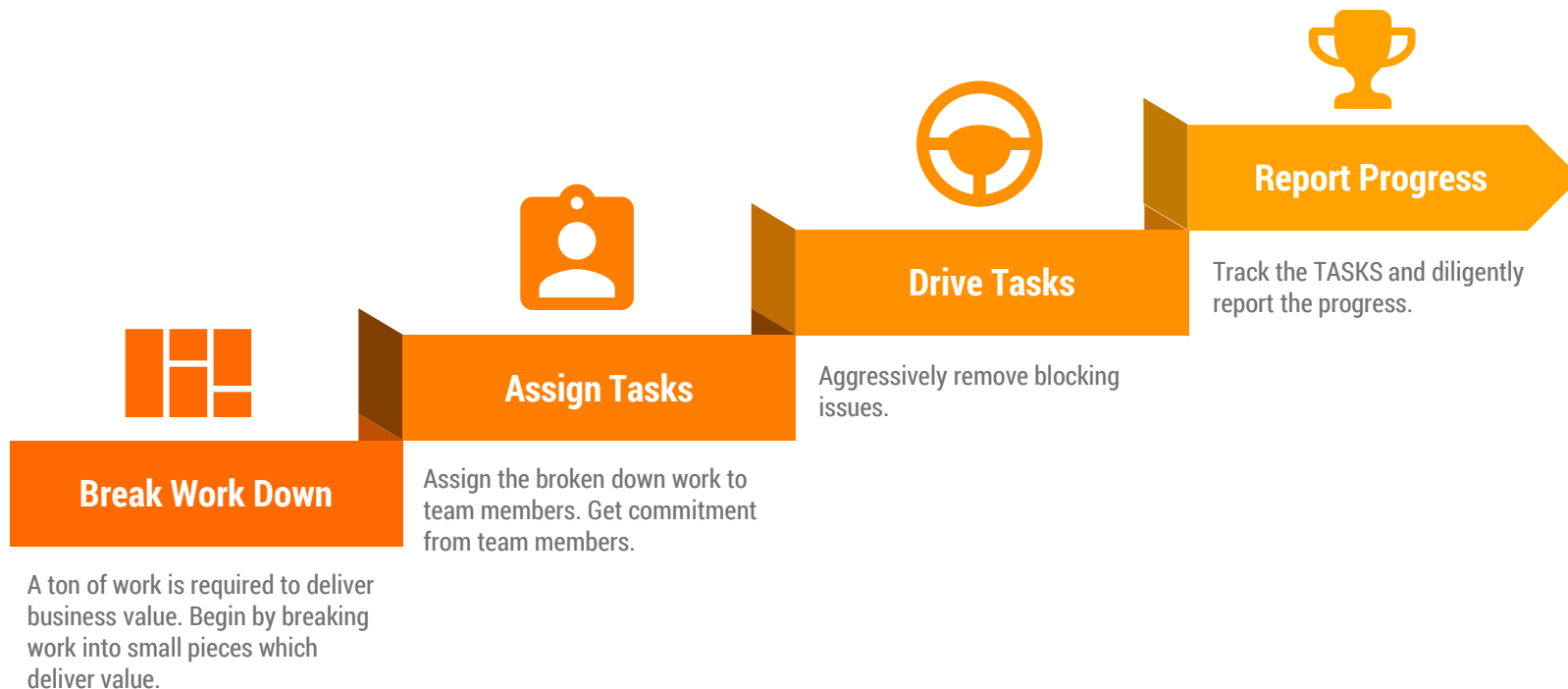


Have the team work through profiling exercises to determine how they deal with conflict. Examples: Myers-Briggs & DISC.



# Approach: Incremental Goals

“Incremental change is better than ambitious failure...Success feeds on itself.” – Tal Ben-Shahar



# Approach: Connect Tasks to Goals



# Approach: Add People

“Adding manpower to a late software project makes it later.” -Fred Brooks



## DevOps

Adding people to perform CI/CD tasks only requires them to understand the technologies and deployment strategy.



## Work Management

During a large project, there is a body of work around managing work items. You can bring in a person to manage the mechanics of scope moving through the workflow.

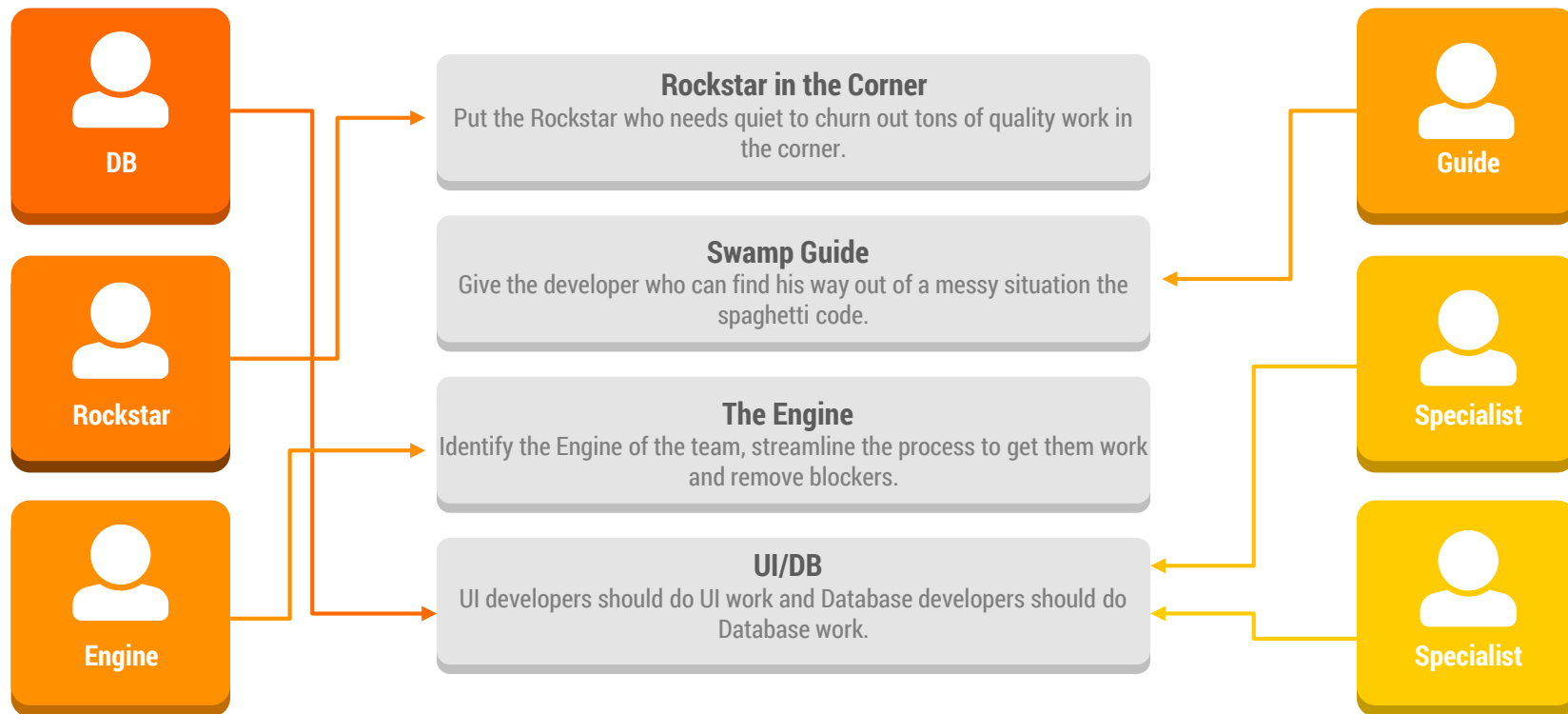


## Executing Test Scripts

Regression tests can be a time consuming task, introducing new team members to execute existing test scripts requires less ramp up time and can uncover new issues.

# Approach: Align Work Styles

"Focus on your strengths." -Brian Tracy

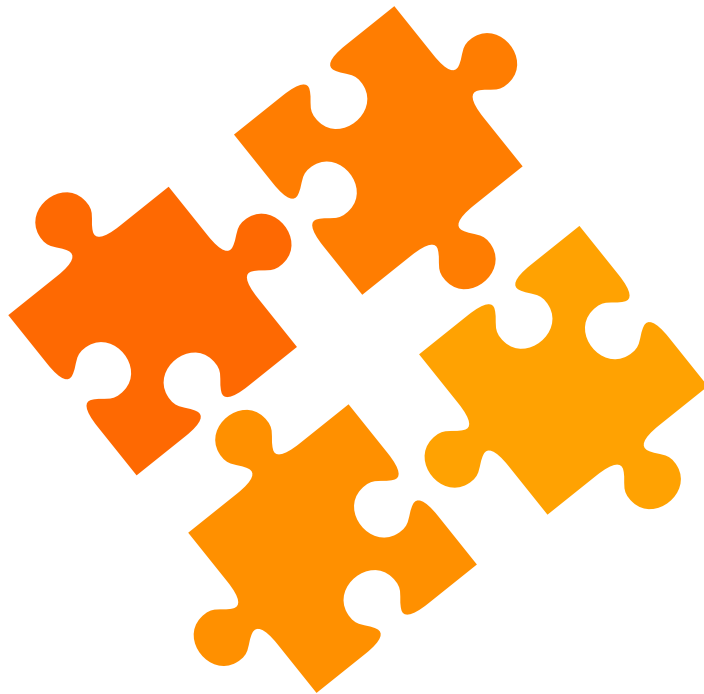




## Approach: Create Specializations

### Sub-Team

Have portions of the team focus on core parts of the system or technologies.



### Whole Team

Have the whole team work on the reference implementation of the system to get a general knowledge of all the patterns.

# Approach: Communicate With Stakeholders

"The most important thing in communication is hearing what isn't said." - Peter Drucker

## Ubiquitous Language

Talk with stakeholders in the business terms they use in their day to day work.



## Business Priorities

Present communications in terms of priorities of the business. Deliver scope in those same terms with the same priority.

## Show Progress

Generate simple visualizations which allow stakeholders to understand the status of the project.



## Address Concerns

Each stakeholder will have different concerns, when communicating with a stakeholder ensure they understand you are addressing their concerns.

# Result of Calc Project

Success

**Delivered on Time**



**Team Gelled & Bonded**



**Some Overtime**



**Within Budget**



# Wrap It Up

**It is all about the PEOPLE**

## **ISSUES** revolved around people

**Team Dynamics**

**Slipping Estimates**

**Scope Management**

**Poor Communication**

**Lack of Shared Vision**

**Frustrated Stakeholders**

## **CAUSES** explained people motivations & behaviors

**Maslow's Hierarchy of Needs**

**Absence of Trust**

**Avoidance of Accountability**

**Five Dysfunctions of a Team**

**Fear of Conflict**

**Lack of Commitment**

**Inattention to Results**

## **APPROACHES** provided actionable ideas

**Create Specializations**

**Communicate**

**Connect Tasks to Goals**

**Risk Based Priority**

**Incremental Goals**

**Align Work Styles**

**Move**

**Gel the Team**

**Add People**

**Communicate With Stakeholders**

# References

Thank You!

- Maslow's Hierarchy
  - [https://en.wikipedia.org/wiki/Maslow%27s\\_hierarchy\\_of\\_needs](https://en.wikipedia.org/wiki/Maslow%27s_hierarchy_of_needs)
- The 5 dysfunctions of a team, Patrick Lencioni
  - <http://a.co/4b8zSAw>
- Horstman's Law – Managers Tools
  - [https://www.manager-tools.com/docs/Horstmans\\_Laws.pdf](https://www.manager-tools.com/docs/Horstmans_Laws.pdf)
- Change Model
  - <https://change-cycle.com/change-cycle/>



 <https://twitter.com/CognitiveBurden>

 <https://github.com/cognitiveburden>

 [cognitiveburden@gmail.com](mailto:cognitiveburden@gmail.com)

