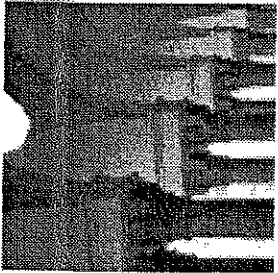


## Objectives

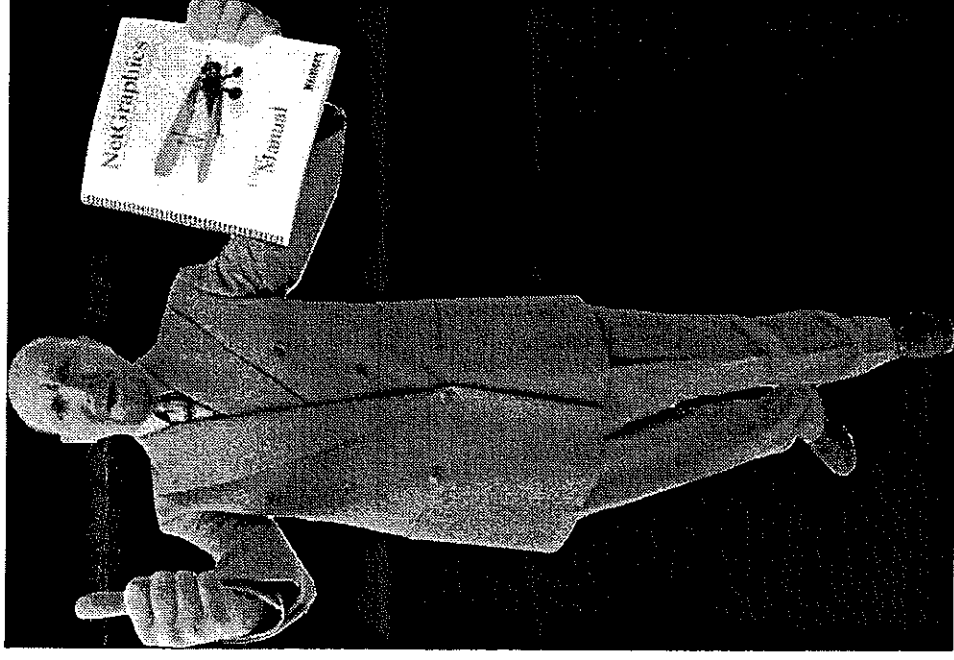
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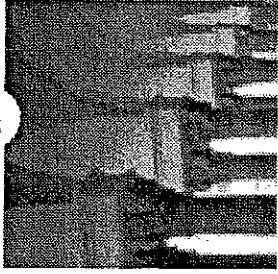
- Understand the business case
- Identify the project customers
- Communicate a common vision
- Identify the deliverables
- Understand the risk associated with the project
- Identify factors in the project environment that contribute to success



# What is the Business Case?

- Key questions:
  - What is the business problem we're trying to solve?
  - Do we have the opportunity to be successful?
  - How do we know when we're done?

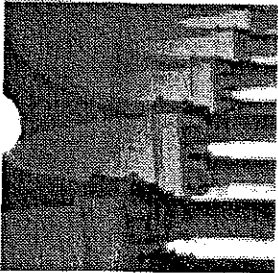




## Solution-Oriented Philosophy

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- Focus on delivering a solution, rather than developing software
- On a software project "less is more"
- Starting with requirements, focus on what is really needed
- Separate the "must-haves" from the "nice-to-haves"



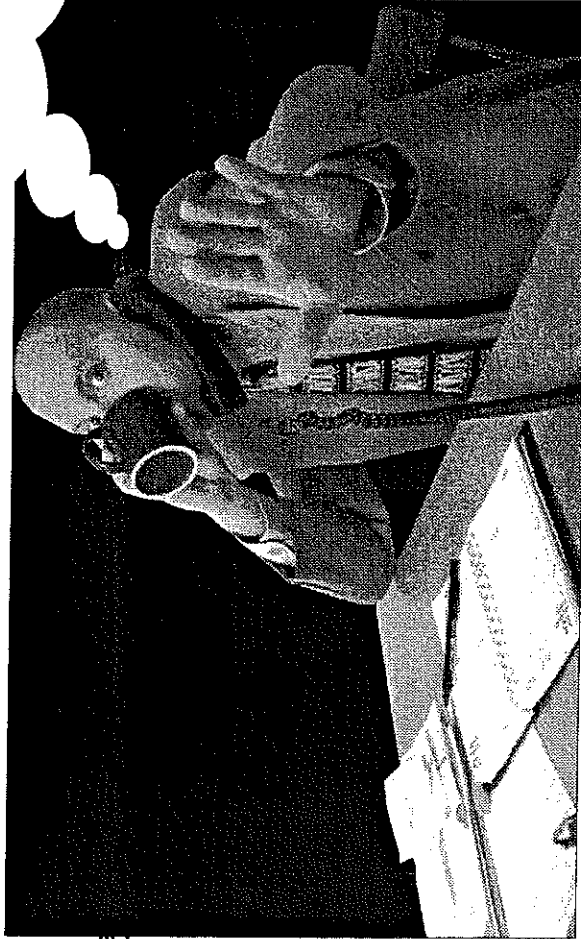
# The Customers

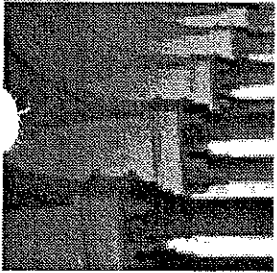
## ■ Identify the project's customers:

- Executive sponsors
- Stakeholders
- The project team
- Audience
- Internal v. external

*External*

What's in it  
for ME?

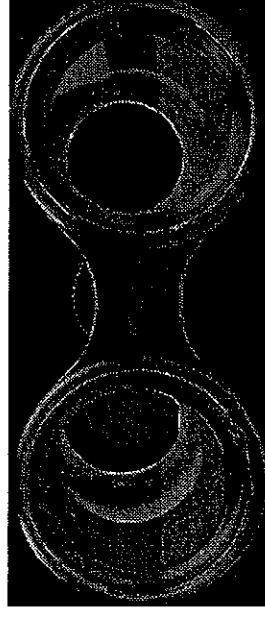




# Common Vision

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- Success is dependent on a common vision
  - The project manager must obtain buy-in on the goal from the customer groups
- A well-stated vision should be:
  - Challenging
  - Motivating
  - Achievable



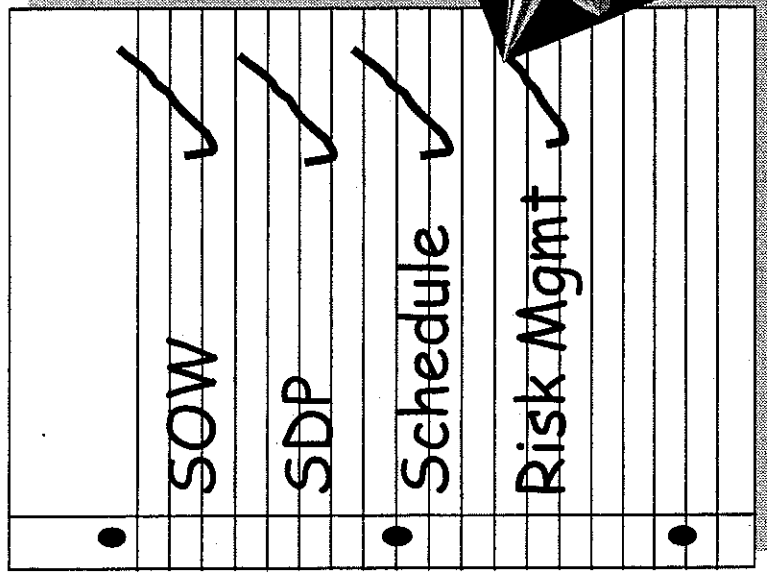
# Deliverables

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- Make sure there is a clear understanding of:
  - Everything that will be physically delivered by this project
  - Who it will be delivered to

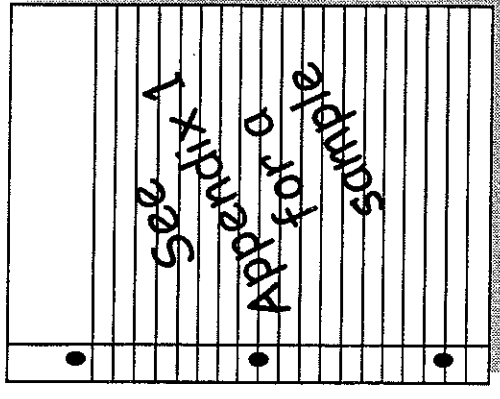
# Deliverables

- Create a Deliverables List
  - Statement of Work (SOW)
  - Software Development Plan
  - Project Schedule and Estimates
  - Risk Management Plan
  - Software Configuration Maintenance Plan
  - Verification and Validation Plan
  - Maintenance Plan

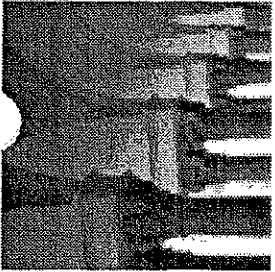


# Statement of Work

- Documents the scope of a proposed project
- Establishes the initial commitment to do the project
- Provides a conceptual estimate ( $\pm 50\%$ )
- Prepared using business language
- Is **NOT** a **low-level** definition of the project



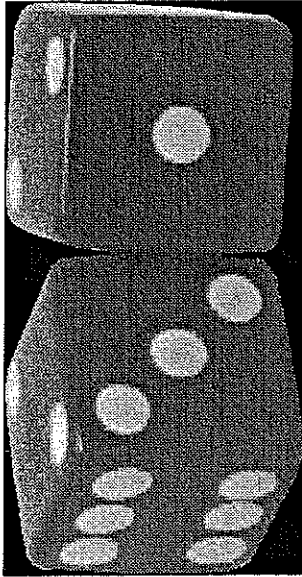




# Risk Management

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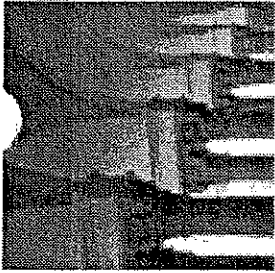
- Software development is inherently risky



# Risk Management

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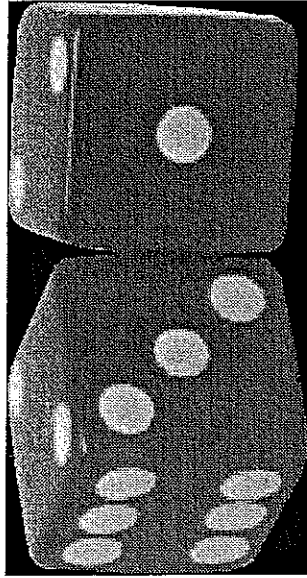
- Success at Risk Management depends upon:
  - Making the commitment to perform it
  - Developing an ability to perform it
  - Carrying out the activities to perform it
  - Verifying the plan for each risk has been effective



# Risk Management

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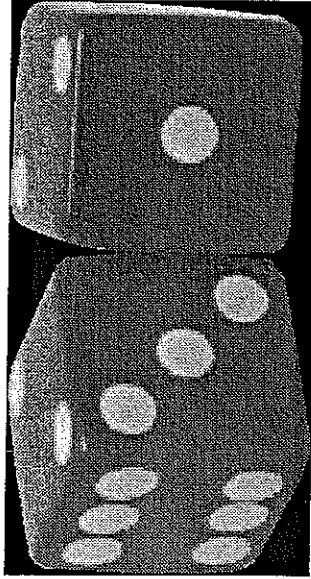
- For software projects there are 3 components to managing risk:
  - Document the approach to risk management
  - Set aside a budget for risk resolution
  - Incorporate risk assessments into the project plan



# Risk Management

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- Include risk management in the Software Development Plan
- Assign someone to own risk management
  - Risk officer
  - Typically not the project manager
- Use Top 10 list
- Establish risk management plan for each risk in the list



## Top Ten Lists

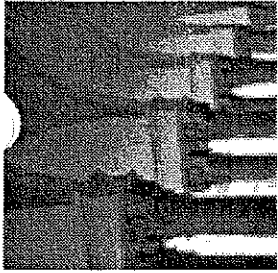
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- List of the top project risks at any point in time
- Each risk should have detailed risk management plan
- Project team creates preliminary list before requirements and maintains it through the end of the project
- Review biweekly or some other regular project interval
- Available to all project personnel

# Risk Management Plan

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- Risk Management Plan should answer:
  - **Why?** (Probability of occurrence, consequences & severity)
  - **How?** (General approach to resolving along with other options considered)
  - **What?** (Specific steps and deliverables to be done)
  - **Who?** (Person responsible for each step)
  - **When?** (Completion date for each step)
  - **How Much?** (Budget allocated and the cost per step)

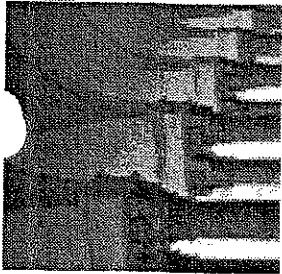


# Success Factors



5/12/2004

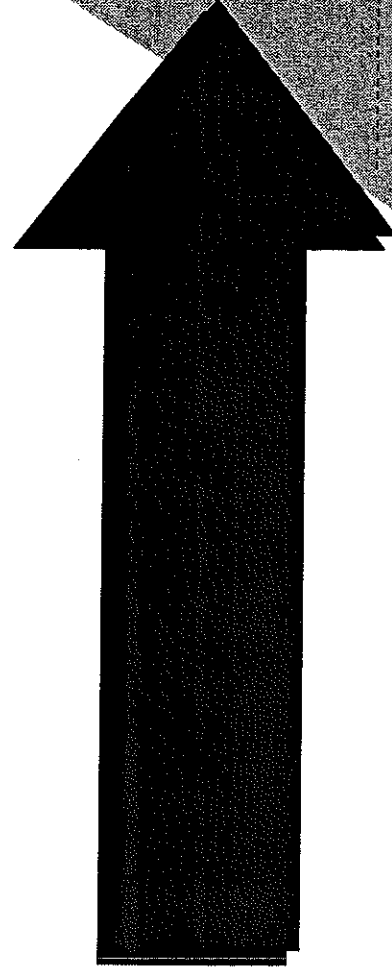
What does it take  
for a software  
project to succeed?



# Success Factors

## ■ What do people need?

*Maslow's Hierarchy  
of Needs*



Self-  
Actualization

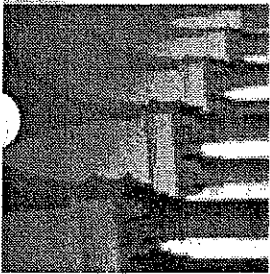
Self-Esteem

Social Needs

Safety Needs

Physiological Needs

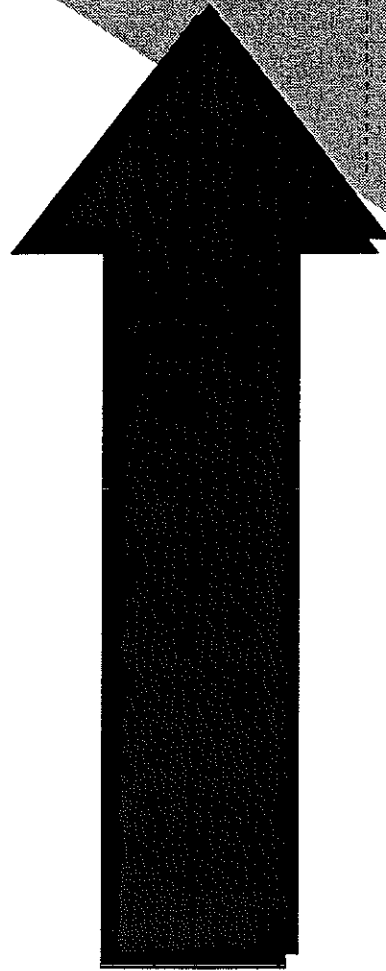




# Success Factors

- What do software projects need?

*what people in the project need*



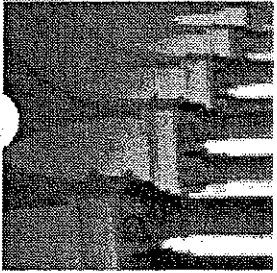
Self-Actualization  
↑  
Self-Esteem  
↑  
Social Needs  
↑  
Safety Needs  
↑  
Survival Needs

# Customer Expectations

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- What does the customer expect?
  - To know how long the project will take
  - To know how much the project will cost
  - To choose the features of the software
  - To know that objectives will be followed
  - To be able to make changes throughout the project
  - To have access to the deliverables
  - To be able to track progress
  - To be made aware of risks to the project

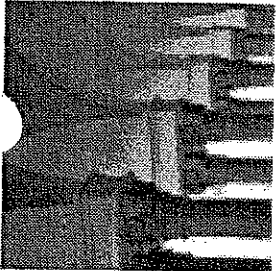
Steve McConnell, Software Project Survival Guide, pg 7



# Project Team Expectations

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- What does the project team expect?
  - To know the objectives
  - To know the priorities
  - To know the details of what to build
  - To have access to "customers" and decision-makers
  - To approve estimates for work that I will perform
  - To have access to the deliverables
  - To work in a productive environment
  - To have my status reported correctly to stakeholders



# Exercise

## ■ 2.1 - Making the Case for the Project

