

Fucking up projects **a manual**

Fucking up projects - a manual, Fabian Blechschmidt

Fabian Blechschmidt

- Magento-Freelancer
- Speaker
- FireGento_Pdf Maintainer
- **MageUC** co-organizer
- PHPeuUC co-organizer
- FireGento e. V. board member

Acquire the project

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Screwing up projects implies a project,
so we don't suck here.

Before the project

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Great Expectations

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No decisions

Alternative

a LOT of decisions

Deadlines are deadlines

During the project

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No communication
ever

If not avoidable **mix channels**

No Documentation of **anything**

Do your job
but only this

Deadlines are deadlines

Completing the project

– the dead zone phase –

Ignore the client

Change the team
often

We need culprits
not solutions

Questions?

— Bonus —

Tech related

only FTP + no VCS

Do it
your way

Change tools early

Change tools often

Agile are just guidelines
no rules

Use the
latest hot shit

One machine
fits all

Sources

→ Experience

→ <http://peopleprocessandprofit.com/2010/03/14/ten-ways-to-screw-up-a-project-2/>

→ <http://www.cio.com/article/2384088/project-management/15-ways-to-screw-up-an-it-project.html>