**Friday 19th June – network diagram**

Network diagram is used for the planning process

Full macro view of the project including micro characteristics such as cost/time

When environmental factors change it is necessary to adapt, and allow for contingencies so that external or internal factors that have not been registered can be taken into account

Network diagram – flow from left to right

* 1. Task breakdown
  2. Estimation – time and cost are calculated (predictions) this is the stage were contingencies are implemented
  3. Logical dependencies – the logical order of a project, decomposing a large project into small dependencies that follow a logical order and when placed together create the final/whole product

Precedence table – predecessor relationship between tasks – once you work out the start node you can begin to create a predecessor table where tasks are defined by their perquisite tasks

* 1. Network diagram – precedence table is then translated into a network diagram.

The network diagram allows us to see the logical order of activities and to define our critical path

Activity on Node (AoN) – help you estimate time

Earliest start / Latest start

Duration/ Float

Float = latest start – early start – the amount of time the tasks are able to slip within that project

Early start + duration = early start of the next node

Take the maximum early start if there are two nodes on the same level

Latest start of the present node – duration of predecessor duration = latest start of predecessor node

Critical path is the longest path which has 0 float

**Working in a team**

Collaboration – access to different skills and views, stronger as a team

Diverse environments – different strategies, communication

Attitude to Mature teams

* Collocated – international opportunities
* Cross functional roles development and operations – bridge between the two
* Self-organising -
* Accountable and empowered – teams success is based on your individual success
* Test and learn Feedback loops – being iterative – analyse reiterate again to find the perfect formula

Quality Assurance

Business analyst

Project manager

User experience

Development – technical side

HOW to make things easier…

* Create a positive environment/ atmosphere
* Manage conflict intelligently
* Have open and clear communication
* Respect all of your peers
* Become trustworthy – reputation

**Business cases – comes before the project**

* Executive summary
* Expected/benefits and disbenefits
* Execution time
* Investment appraisal
* Solutions/options
* Major risks
* Stakeholders/ communication plan

Examples of techniques for analysis

* Strategy analysis
* Stakeholder analysis

Gathering facts/research and development

Return on investment (ROI) – there needs to be a positive return on investment before entrepreneurs would put down their capital

April to april tax year

Ascertain your end user – it comes down to the value passed on to the final user

User stories – from the perspective of the user what does the feature need to do

Cash flow and return on investment

Possible exposure to danger that can lead to loss = risk

Risks – some are expected, some are unforeseen it is essential to focus on unforeseen risk as they will improve the probability and feasibility of the project.

Risk identification tools – strengths and weakness analysis of individual systems

* Brainstorming
* Prompt list
* Delphi
* SWOT – strengths weakness, opportunities threats
* Previous experience

Some sources of risk:

* Technology
* Team
* Scope
* Business
* Economic risk
* Competition

Dealing with risks

* avoidance
* transfer
* reduce – reduce probability and impact
* accept
* exploit
* share
* enhance
* ignore

planning involves setting out the roadmap for the project by creating the following plans:

* project plan
* resource plan
* financial plan
* quality plan
* acceptance plan
* communications plan

project scope – network diagram

the role of stakeholders