Project and BAU(Business As Usual):

New projects bring about Change

BAU: The normal execution of standard operation with an organisation.

Project: Unique and transient with a desired outcome.

Planning Horizon: Detail dependant on timeframe(closing means more detailed)

Scope Creep: Adding more to the project

Scope: The amount of the project achievable.

POPIT(People, Organisation, Process, IT)

Holistic Triangle: One change affects the other

Software Development LifeCycles:

* Waterfall - Syst Requirement, Soft Requirement, Analysis, Program Design, Coding, Testing, Operation
  + - Better for Larger projects
    - Ensuring that the project uphold to the rules and regulations
* V-Model -Testing occurs constantly
* Agile – Plan, Do, Check

5 Aspect:

* Start Doing
* Stop Doing
* Continue Doing
* Do less Of
* Do More Of

Project Teams:

Working collaboratively with different roles to achieve the same goal.

Attributes of Mature Teams:

* Co-Located
* Cross Functional Roles
* Self Organising
* Accountable and Empowered
* Test and Learn Feedback Loops

Project:

Continued Justification (if there is a reason for the project continually):WaterFall

Example of techniques for analysis:

MOST – Mission, Objective, Strategy, Tactics

Boston Box - Dogs(small business not looking to grow), Wild Child (Tech start up and rapidly growing), Star(Massive growth leading to larger market share), Cash Cow(Constantly making profit)

PESTLE – Political, Economical, Social, Technological, Legal, Environmental

Porters Five Forces - Competitive Rivalry (threat of new entrants, Bargaining Power of buyers, Bargaining power of supplies, Threat of substitute products)

SWOT – Strengths, Weakness, Opportunities and Threats

ROI – Return of Investment

Stakeholder – Has a vested interest in the project.

Create a well thought out plan:

1. Task Breakdown
2. Estimation of Durations
3. Understand Logical Dependencies
4. Create Network Diagram
5. Gantt Chart