

list the factors that are responsible for failure of projects.

1. End User Interaction in the design and testing phase non-existent
2. Stakeholder politics
3. Stakeholders not present for important phases
4. Improper requirement gathering
5. Improper planning
6. Lack of Teamwork.
7. Lack of communication b/w developer and customer
8. Lack of funds
9. Lack of Infrastructure
10. Inadequate Testing

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1. Lack of User participation (Alpha & Beta Testing)
  2. Changing req (Flexible dev model)
  3. Unrealistic project goals (Don't Be Stupid)
  4. Inaccurate estimates of needed resources ( $1 + 1$ )
  5. Poorly defined system requirements ( $1 + 2$ )
  6. No reporting of the project status. ( $1 + 3$ )
  7. Lack of resources (0 Really)
  8. Unmanaged Risk (Why take them)
  9. No "common" among customer, dev, users (in all 3)
  10. Use of outdated and immature. (None)
  11. Inability to handle project complexity. (None)
  12. Slippery development practices (None)
  13. Stakeholder politics (Which ones)
  14. Lack of stakeholder involvement (which ones)
  15. Commercial ~~pressure~~ pressure (you playing it)