Ponder 10: Damage Control

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# Plan – Time

Extend the deadline back by 3 weeks. This gives us a bit more than the 500 hours required, just in case we need them.

Deliverables: no difference.

Plan: Extend the deadline.

Ramifications: Cost goes up.

Viability: Good, if the University can afford the wait/time.

# Plan – Cost

Buy a lot of pizza and require the team to work 600 hours of overtime.

Deliverables: hopefully no difference.

Plan: Pay a lot of overtime.

Ramifications: Cost goes up, bugs go up. 100 extra hours of overtime to catch the bugs produced by tired developers.

Viability: Poor. This isn’t really an option.

# Plan – Scope

Cut the feature.

Deliverables: The product will lack the ability to assign sections to rooms.

Plan: Cut the feature.

Ramifications: Cost goes down; the University loses a feature they wanted.

Viability: Poor. Last minute changes from the developers (rather than the customer) are not likely to be received well.

# Plan – Quality

Implement the feature, but do it poorly.

Deliverables: A buggy, perhaps less feature full version of the program.

Ramifications: Our company loses face, the University gets an inferior product

Viability: Poor. We don’t know how long it will take to implement the feature poorly. Even if we do get it in, it reflects badly on us and will likely anger the administration. We could even get sued if this feature was in the contract.

# Plan – Combination

Extend the deadline by a week, and pay overtime to make up the remaining 200ish hours.

Deliverables: No difference

Plan: Extend the deadline and pay overtime.

Ramifications: Cost goes up.

Viability: The best option. We’re late, and there is some overtime involved, but it’s not incredibly late, and the quality should still be high.