E270C: Capstone Project Health Diagnostic

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| --- | --- | --- |
| **Attribute** | **Overall Health**  Healthy, Not Well, Sick | **Example (which illustrates your diagnosis)** |
| Value and Metrics | Adria - Healthy  Joseph - Healthy  Pedro - Healthy | Goals are clearly defined, and we understand each individual step that needs to be taken to accomplish overall project goal. |
| Proof of Concept | Adria - Healthy  Joseph - Neutral  Pedro - Neutral | From an overall project perspective, there is still much work to be accomplished, while we have properly defined components of the model, there are still other components that need to be solved. |
| Velocity | Adria - Neutral  Joseph - Neutral  Pedro - Neutral | We started out on track with defining the system but as we went deeper into solving properties of the components be got stuck and took awhile to figure out their properties, we are now building back up the velocity to finish the system in a reasonable time.  We were able to take a step back from last semester and identify things that were slowing down progress which has helped build back up the velocity. |
| Managed Dependencies | Adria - Neutral  Joseph - Neutral  Pedro - Neutral | As we continue digging into the project there are more complexities that we begin to discover, and the scope is broad so it is necessary for us to build up the necessary skills to be able to apply it.  It is sometimes not clearly who we are depend on, it was a circular understanding of what page everyone is on. Without clearly defined goals we were depending on each other individually instead of working together |



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Module 2: Project Effectiveness

After-Class Activity [with your Capstone Team]

Guidelines:

1. Review four attributes of Project health, described in the attached Project Health Monitor.

Also, take several minutes to review and compare your class notes, or, rather, insights. Take advantage of different instructors’ perspectives! There’s no one “right way” to go about improving project effectiveness; you want to have as many tools in your leadership repertoire as possible.

1. Have each team member complete the attached Diagnostic.
2. Compare your diagnostics. Focus on the most challenging attribute.
3. Run the associated play.
4. Based on the resultant discussion, devise a way to improve your project effectiveness.

E270C: Capstone Project Health Monitor

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| **Attribute** | **Example** | **Play** |
| **Value and Metrics:** It is clear what  success means from all stakeholders’ perspectives. There is a unique value proposition in place for target users. Success is defined, with a specific goal, and there is agreement in how it will be measured. | Our problem statement isn’t clear so we’re not on the same page defining the value we are going to deliver. Therefore we don’t have a clear measure of success, goal or metrics. We need to align around a clear problem, define value and and put in place KPI’s that we can track weekly at our reviews to make sure we progress. | [5 Whys](https://www.atlassian.com/team-playbook/plays/5-whys)  https://www.atlassian.com/team-playbook/plays/5-whys  [Experience Canvas](https://www.atlassian.com/team-playbook/plays/experience-canvas)  https://www.atlassian.com/team-playbook/plays/experience-canvas  [Objectives and Key Results](https://www.atlassian.com/team-playbook/plays/okrs)  https://www.atlassian.com/team-playbook/plays/okrs |
| **Proof of Concept:** Demonstrations or prototype(s) have been created and tested, showing why the problem needs to be solved, the validity of the approach and the value created for the user and other stakeholders. | We have an end solution prototype for what we’re working on right now, but it’s only available to the project team. We need to share it with users, advisors and other experts in the field to get feedback so we can improve it. | [Mind Mapping](https://www.atlassian.com/team-playbook/plays/mind-mapping)  https://www.atlassian.com/team-playbook/plays/mind-mapping  [Disrupt](https://www.atlassian.com/team-playbook/plays/disrupt)  https://www.atlassian.com/team-playbook/plays/disrupt  [End-to-End Demo](https://www.atlassian.com/team-playbook/plays/end-to-end-demo)  https://www.atlassian.com/team-playbook/plays/end-to-end-demo |
| **Velocity:** The team is making progress in developing concrete iterations of the project. They are learning along the way, implementing lessons learned resulting in greater speed and success. | We are running hard and hitting our milestones, however we need to insure our continual improvement actions get DONE! These need to be tracked as project tasks, not just “homework” activities to make sure everything comes together. | [Retrospectives](https://www.atlassian.com/team-playbook/plays/retrospective)  https://www.atlassian.com/team-playbook/plays/retrospective  [Premorterm](https://www.atlassian.com/team-playbook/plays/pre-mortem)  https://www.atlassian.com/team-playbook/plays/pre-mortem  [Sprint Planning](https://www.atlassian.com/blog/agile/sprint-planning-atlassian)  https://www.atlassian.com/blog/agile/sprint-planning-atlassian |
| **Managed Dependencies:** Clear understanding of project complexity, risks, resources, effort and timeline. Communication of knowledge and insights allows to lessen risk. It is clear who we depend on and who depends on us. | Generally ok, we are managing through informal conversations. This will go “red” as the project becomes more complex if we don’t establish clear lines of communication and track our dependencies in our dependency register. | [Trade-off Sliders](https://www.atlassian.com/team-playbook/plays/trade-off-sliders)  https://www.atlassian.com/team-playbook/plays/trade-off-sliders  [Sparring](https://www.atlassian.com/team-playbook/plays/sparring)  https://www.atlassian.com/team-playbook/plays/sparring |

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| Value and Metrics |  |  |
| Proof of Concept |  |  |
| Velocity |  |  |
| Managed Dependencies |  |  |



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