Project Planning and Scheduling and Their Effects on Project Management

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Planning can be defined with an idiom as well begun is half done. Planning is to arrange a method or scheme beforehand for any work and the outcome of the planning is known to be project planning. Project planning is the second phase in the life cycle of a Project Management.

Project planning helps the team to set goals that guides throughout the implementation and the different phases of project closure. The output of the project planning helps to decide on factors

**Schedule Planning.** is the development sequencing process that gives an outline of the project's in a timeframe. All the crucial tasks that need to accomplished are defined as milestones which need to be tracked down.

The team should discuss which milestones are necessary and which are not and make a list out of it to track. This paper mention one of the famous schedule planner tools, that is Gantt chart developed by Henry Gantt. These charts help to decide the approximate timeframe that a project would need to complete. Once the milestones are defined if there is any need to change or redefine the scope a request need to be created to change.

Visualization of the dependencies between the milestones create a visual treat of the milestones and how they are related, start and end times. The tools used for visualization are network diagrams or the road maps

Critical path is the result of visualization. The tools used as a part in visualization helps the project manager with the team to realize which is the shortest and the best path to complete the project within the scheduled time frame.

**Budget.** Whatever the team does it always falls back to balance the books, this part of the planning should make sure that we get what we pay for. According to Dela Cruz, G. (2005) the, It was found that when coming to a project, there is always an assumption about the cost and time that the team is going to spend on the project. When you make an expectation from the beginning of the project without knowing much about it, that assumption is known as a rough approximation.

Few estimates should be made depending on how the previous or other projects were held. After the estimates were made, the project manager should always and continuously keep an eye on the expenses graph how it was spent and what are the aspects that need to be concentrated with the remaining amount.

**Quality planning.** According to Joseph Juran, “Fitness to use” is tied with ensuring that the product or software the team fabricate has the most ideal plan to meet the client's requirements. Everybody would choose a product that is attractive and easy to use over a tedious and difficult to use product. The quality of the product is apparently compared to what the team said and promised they deliver.

This part of the project planning hive on all the gathered information in the beginning project discussions. Few protocols must be laid to measure the quality of the deliverable and how

to avoid, handle risks. A proper validation and tests should be written to make sure that the product quality is never and nowhere compromised.

**Risk management planning.** Indeed, even the most precisely arranged venture can keep running into inconvenience. There is always risk involved when you assumed what the output/product looks like, as you are still at the beginning or halfway through it but not at the end. Risk planning comes into play when the team would like to eliminate the potential and possible risks.

Any risks can be either avoidable or mitigatable or actually accept that there is a risk. In the last case i.e., where we accept that there is risk, the team should look for alternatives (Yadav, V., 2016). If there are no alternatives then we need to avoid the choices the team has made to fall back to that situation. The risk management always will help to drive through the situations.

For example, if there is an unexpected whether condition which is unexpected and cannot be avoided, the team should already had had a plan to work remote and there are no blockers to deliver product on time.

**Resource planning.** This part of the planning has to consider all the above-mentioned scenarios and situations to select the best efficient resource. Having many resources will either be a constraint to the budget and utilization of the machines hence is the resource planning.

The resources should be efficient in being a team player, callout for help if needed or had any blockers.

All the above factors help to deliver successful and satisfied project on time with the constraints of cost and time.

The project manager can be seen as the Hercules in the project planning phase as project planning is the most challenging task that includes to educate and assess the resources. He is the one person who creates the environment that helps to complete the project (Glass, R. L., 2006).

The team also need to work on their communication planning, the tools they are going to use to update their status of work.

The continuous planning redefines the project’s principles, they evolve continuously since the first stage of planning. The initial objective comprehends the steps that are important, to meet these objectives a further drilldown in identifying precise activities and staff required to complete the project is necessary. Now once these objectives have been interpreted they must be detailed eloquently on each laid objective in depth.

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