

Module 9 Assignment

Part 1:

A project is an individually or collectively planned effort undertaken to achieve a certain goal. This goal has an **end date**, and it creates **something new** for the organization. [1]

Part 2:

- a. The SDLC is described as a waterfall because each of the steps represents a separate part of the project. Only when the previous step has been completed can the process move to the next step.
- b. The waterfall process is described as rigid because it flows only in one direction. After a step has been completed, the process moves on to the next step. It is not possible to go back and make changes in previous steps once the next step has started. For example, changing the design of the system (System Design) is not possible after the Programming phase has been started. [2]
- c. Once the team moves to the programming phase of the project, they might find that some of the project requirements are not possible to implement, or harder to implement than first estimated. Since changing the requirements is not allowed, this might cause delays and frustration for the development team. Another reason that it is a problem is because the requirements may not have been captured accurately during the System Analysis phase. If the requirements are not allowed to be changed, the final product may not be according to the needs of the customer.

Part 3:

- a. Project scope is the work that needs to be done to complete a project. This includes the deliverables, costs, tasks, deadlines, assumptions, constraints, and goals of the project. [3]
- b. Scope creep is when a project's scope expands beyond what was originally planned. This can happen when new stakeholders get involved or if the original scope of the project was not captured accurately. Scope creep leads to delays and budget increases. [4]

Part 4:

The Iron Triangle defines 3 constraints that are present in every project: cost, quality, and time. It states that "it is a law of nature" that we can only choose two of those for each project. If the project needs to satisfy high standards and in a very limited time, it will not be cheap. If the project needs to be delivered fast with low costs, it can't have good quality and so on.

This allows us to find out what the customer wants in terms of cost, quality, and time; giving us the information we need to accurately decide if we can complete the project or not.

Part 5:

Scope creep is harmful to projects because it increases the requirements of the project that need to be completed at the same time and with the same resources as defined in the original scope. Scope creep causes delays in the delivery of the product with overruns in budget. This is why the scope needs to be accurately captured in the beginning of the project.

References

1. <https://www.linkedin.com/learning/project-management-simplified-2/what-is-a-project?autoplay=true&u=2097252> – “What is a project?”
2. <https://opentextbook.site/informationssystem2019/chapter/chapter-10-information-systems-development/>
3. <https://www.projectmanager.com/blog/project-scope>
4. <https://www.projectmanager.com/blog/5-ways-to-avoid-scope-creep>