# Project Scope, Introduction to Planning

ELEX 4560 Lecture 2

Sept 20, 2019

## Project Scope

- The most common cause of project failure is probably "scope creep": small, seemingly-simple additions to project objectives
- But these small changes frequently violate assumptions made during planning (e.g. dependencies) and can have surprisingly large impacts on schedule & costs
- Scope creep typically leads to schedule slips & cost overruns
- Project manager gets the blame even if management pressured him/her to make the changes
- How to avoid this?

### Project Scope Definition

- The project scope document should address all stakeholder expectations
- It may not be possible to include all of them (conflicting, impossible, impractical)
- The project scope defines what is, and is not, included in the project -exclusions are just as important
- Needs to be approved and "signed off" by key stakeholders
- This agreement will allow you, the project manager, to reject requests that would result in scope creep ("moving goalposts")
- If scope changes are requested you should revise the scope document, the project plans and request any necessary additional time & resources

## ELEX 4560 Scope Document

- Combine results of your key stakeholder interviews to come up with a single project scope document in the format shown in the textbook
- Submit by next week (Sept 27) along with your stakeholder interviews.
- Based on your scope document, we (instructor, mentor, students) will agree on specific deliverables and how each one will contribute to the "achievement" component of your final mark.

## **Project Planning**

- Strategies have been devised for project planning that seem to work well
- The recommended steps are:
  - 1. Decompose the objectives into a *hierarchy* of simpler tasks (called a *Work Breakdown Structure*)
  - 2. Identify *risks* and necessary mitigations; add these tasks
  - 3. Determine *time & resources* required for each task (primarily time but can also include specific people, components, equipment, approvals, ...)
  - 4. Determine which tasks depend on others (prerequisites)
  - 5. Organize tasks and resource requirements into a dependency graph (usually done using software with results presented as a *Gantt Chart*)
  - 6. Keep the plan updated so you can always answer question such as: When will it be done? By when do we need to have X? Can I take a day off?, ...

## Work Breakdown Structure (WBS)

- We don't want to forget to include any tasks required to complete the project
- A good approach is to decompose the overall project into a small (e.g. 3 to 5), high-level tasks that we can be certain will be sufficient to complete the project
- Each of these tasks is then decomposed into smaller, simpler tasks that we can also easily verify will guarantee success of the higherlevel task
- We repeat this process of decomposition until we have broken the project down into simple-enough tasks that their resource requirements (time, people, ...) are easily estimated

#### Accurate WBS is Important

- Most of your planning time will be devoted to coming up with an accurate WBS
- If you haven't done a similar project, creating the WBS could take a long time; ask those with experience for help; get your WBS reviewed
- You will need to do research (web sites, experts, ...) to figure out what's required to complete each task
- You need to do this anyways; do as much as possible at the start and minimize surprises
- Don't be tempted to start work before you understand in detail how the project will be accomplished (what components to buy, what software to write, what needs to be built, ...)

#### Creating the WBS

- An easy way to create the WBS is to use nested lists in a word processor; this works well early on
- Eventually you will transfer the tasks to project-management software and add other details
- Exercise 1: create a WBS for making a peanut-butter sandwich; use at least 3 levels of hierarchy
- Exercise 2: create the top level of the WBS for your project; decompose just one task into sub-tasks

## Resources Requirements & Dependencies

- Each task will take time
- Each task will require resources (people, supplies, equipment, ...)
- Some (but not all) tasks will require that other tasks be completed first; the first task is a *dependency* of the second
- e.g. you need to receive parts before assembling them; you need to order the parts before they are shipped, they need to be shipped before they are received
- Completion of a task is a *milestone*

## Critical Path Method

- The critical path method (CPM) is a way to arrange tasks, their resource requirements and their dependencies into a "graph"
- Example from <u>Wikipedia</u>:



# Project Management Software

- We use project management software to enter tasks, dependencies, and resources
- The software automatically arranges tasks to so each tasks' dependencies are completed before that task begins.
- The software keeps track of time (most important resource) and estimates when each task can start and when it will be completed.

- The software can create various graphical representations
- The most often-used is called a "Gantt Chart" (from Wikipedia):

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• Various other features (milestones, critical path, slack, ...) will be described later

## Estimating Task Duration

- This is often the most difficult part
- Not all of your time can be productive (meetings, sick days, equipment failures, correcting mistakes, ...)
- Easier to estimate a range than a single number
- PERT (another project management method) formula (from text):
  - Expected Time = (Optimistic + 4 x Most Likely + Pessimistic) / 6
- Exercise: use the PERT formula to estimate how long it will take you to compute the product of two 2-digit numbers. Try it and see how close your estimate was.

#### Next Steps

- Complete the Scope Document; your project's marking scheme will be based on this
- If you have time, start a WBS for your project; make it as detailed as possible; review it with you mentor
- Next week we will cover risk analysis and introduce an example of project management software (<u>Gantt Project</u>).