

# Getting Started with Personal Project Planning

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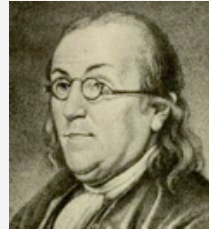
# Our society runs on commitments!

## Our Society Runs On Commitment **Status**

Businesses make decisions based on *reported* and *perceived* project status

Inaccurate status leads to:

- » Incorrect decisions
- » Delayed decisions



*“A stitch in time saves nine.”*

## Mismatched Expectations, Miscommunication

Expectations come from all directions:

- » Business People
- » Technical People
- » Customers
- » Partners
- » Suppliers
- » Users



## What is a Project Plan?

### What is a **plan**?

- » A **solution** embedded in a **list of tasks** for the work that needs to be done in order to achieve the desired outcome.

### What are **the parts** of a project plan?

- » **Task List with Estimates**
- » **Schedule**
- » **Assumptions**
- » **Dependencies**



## With Gratitude to Watts S. Humphrey (1927-2010)

### “**Father of Software Quality**”

“Watts brought engineering to software engineering.”



Authored many books & papers:

- » **Managing the Software Process**
- » **Personal Software Process**
- » ... & others, see link for more  
<http://www.sei.cmu.edu/watts/>

## Acknowledgments

**“If I have seen a little further it is by  
standing on the shoulders of Giants.”  
- Sir Isaac Newton**

- » Franklin-Covey Time Management Seminar
- » Object-Oriented Analysis by Coad & Yourdon
- » Code Complete by Steve McConnell
- » Applying UML and Patterns by Craig Larman
- » Getting Things Done by David Allen
- » ... and many others

# Why Personal Project Planning?

## Knowledge Work Is **Personal**

All **commitments** ultimately will have to be delivered by **somebody doing some work**.

## **How To Do Personal Project Planning?**

## Agenda

### A word of **caution**

1. **Parameters** for planning
2. Key **concepts**
3. Planning **mechanics**

# A Word of **Caution**

## Please Keep in Mind...

The *only* source of agility is **knowledge**.

Process is not a *creator* of momentum, only an **accelerator** of momentum.

# Parameters for Planning

## Parameters for Planning

1. **Complexity**: Do you understand the work?
2. **Structure**: What is the composition of the work?
3. **Strategy**: In what order will you do the work?
4. **Dependencies**: Who's input do you need and who needs your input to do the work?
5. **Tasks** and Task Duration Estimates: What do you need to do and how long will it take?
6. **Schedule** Estimates: How much time do you have to do this work?

## Complexity

### Do you understand the work?

- » If you can't plan it, you probably don't understand it well enough.

Separate the **known** from the **unknown**.

- » Define an experiment to reduce or eliminate the unknown.





## Structure

What is the composition of the work?

Can you see how the software might be structured?

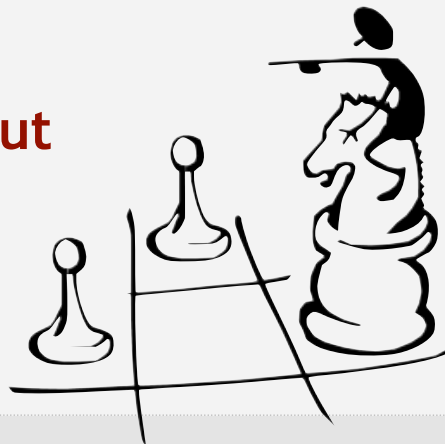
- » What *subsystems*, *modules*, and *components* will the solution require?
- » You need not see the “final” solution, but you should have at least *one* way of doing it.

## Strategy

In what order will you do the work?

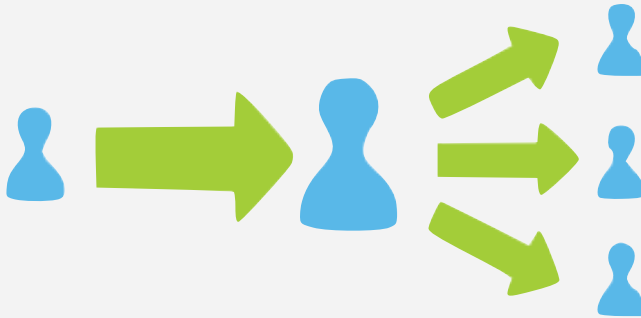
Structure and strategy are tied together.

Common strategy:  
**incremental buildout**



## Dependencies

What are my **inputs**, who provides them?  
What are my **outputs** and who needs them?



## Tasks and Task Duration Estimates

What do you need to do and how long will it take?

Properties of a good task:

- » Unambiguous name
- » Has duration estimate



Personal task list has no complicated task dependencies; you do them **in order**.

## Schedule Estimate

How much time do you have for the work?

Estimate the **hours** that you will work on this project.

» Make this real.



# Key Concepts

## Key Concepts

1. **Composition**: Build the product “brick-by-brick”
2. Plan each task assuming the prior work is **already done**
3. Have an **engineering notebook**
4. Approach planning like you approached **5th grade math** problems



## Composition

Build the product “brick-by-brick,” from a set of cooperating components.

Ensure that each component is high-quality before inclusion into the product.

## Plan Each Task Assuming The Prior Work is Done

Let's suppose that your plan is:

- » Task A
- » Task B

When considering what “Task B” is, assume that “Task A” is complete, and you have the actual output of that task.

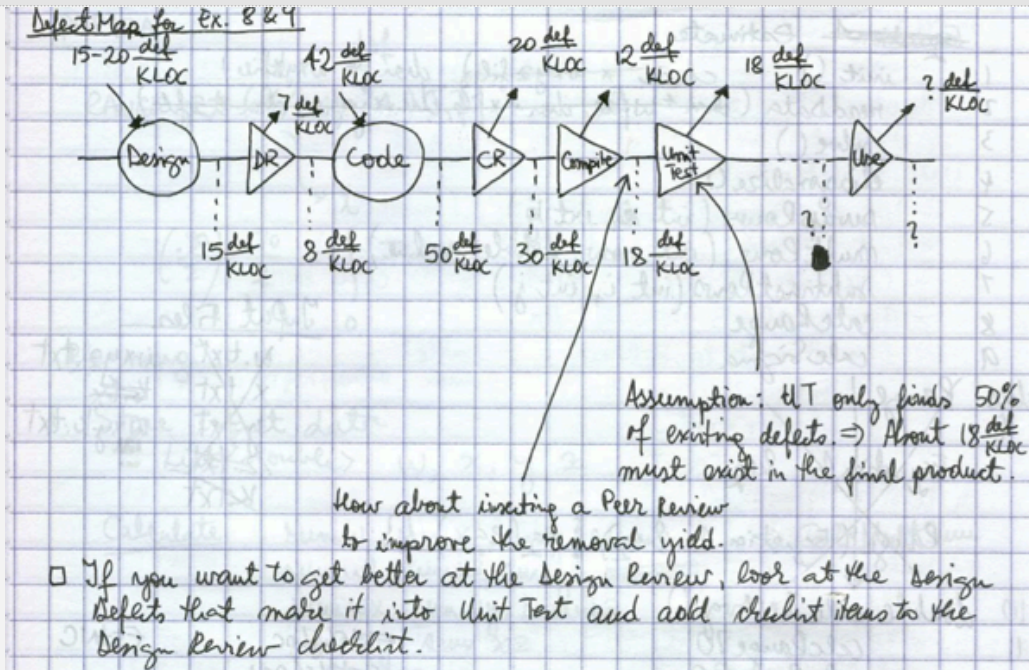
## Have an Engineering Notebook

Use it to document you thoughts and ideas.

Record observations and data.

Use it as a reference when planning new work.

## Sample: Engineering Notebook



## Approach Planning Like 5th Grade Math Problems

All planning problems are alike.

You have planned one, you've planned all.



# Planning Mechanics

## Planning Mechanics

1. Draw a **Conceptual** Design
2. **Decompose** the problem into parts
3. Write **tasks**
4. **Estimate** tasks
5. Plan for **quality** work
6. Establish a **schedule**
7. Document **assumptions**
8. Account for **dependencies**
9. **Review** and replan often

## Draw a Conceptual Design

“*Back of the napkin*” version of the system.

- » Start with a draft domain model from the user’s point of view

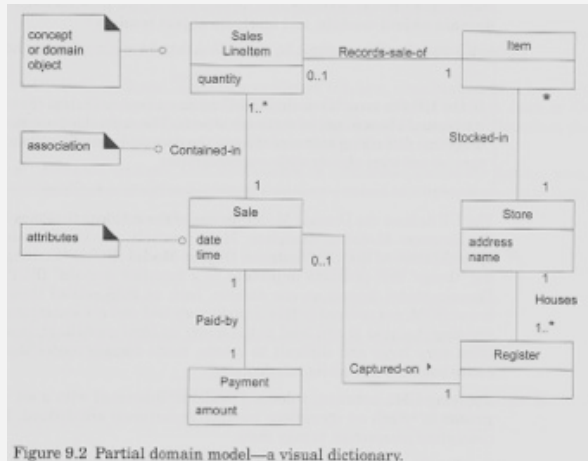


Figure 9.2 Partial domain model—a visual dictionary.

Larman, Craig. Applying UML and Patterns, 3rd Ed. Prentice Hall PTR. Upper Saddle River, NJ. 2005.

## Decompose the Problem into Parts

Identify software parts until all are known

Stop when you arrived at *one possible way* to build the system





## Estimate Tasks

Estimate duration in **hours**.  
All other measures hide too  
much useful detail.



Use any data from similar projects that you  
can put your hands on.

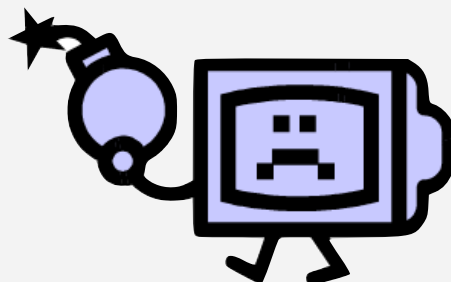
Estimate one of a set,  
then extrapolate.



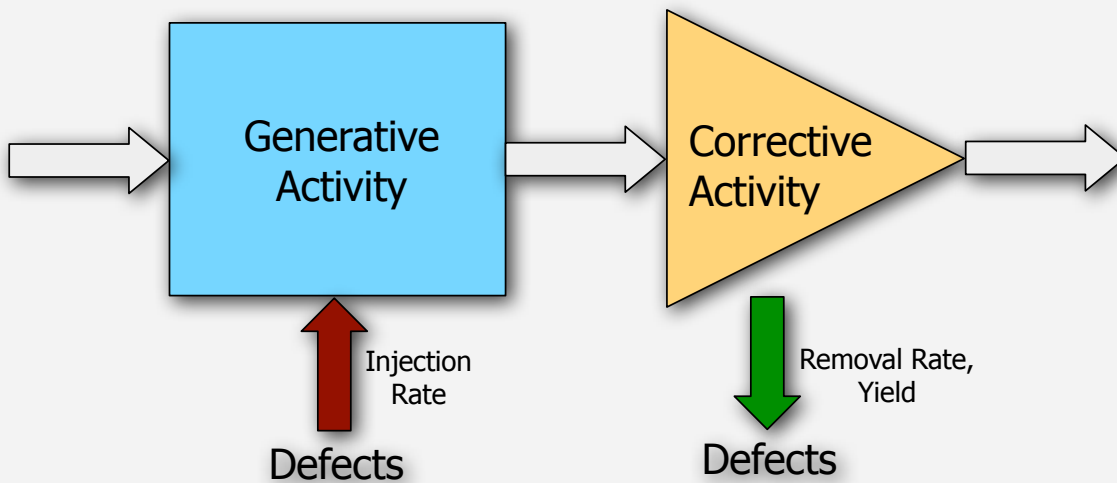
## Plan for Quality Work

There will be **defects** in every work  
product.

Might as well plan on **removing** them.



## Plan for Quality from the Start



## Establish a Schedule

This is your **commitment** to this project.

You are saying that you'll work this number of **hours** per day/week/month on this work.



## Track Effective On-Task Time (EOT)

The time **effectively** spent on project work.

Doesn't include:

- » Reading email (usually even if it is project related)
- » Meetings (except well-defined project meetings)
- » Lunch time, breaks, phone conversations, etc.

Measure your EOT per week.

- » Best organizations in the world get **20+ hrs/week**.
- » You may only get about 3-5 hrs/wk the first week. You should get up to 15 hrs/wk in a few weeks.

## Document Assumptions

Typical assumptions:

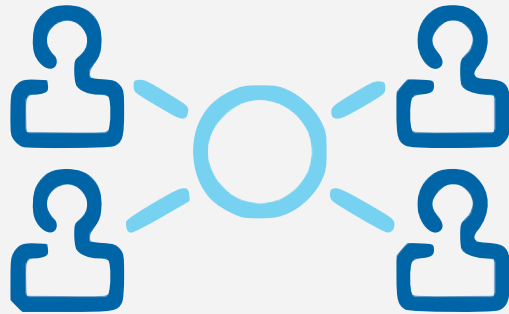
- » So and so will do something
- » Such and such component will be done by...
- » This or that feature is in or out
- » The product will be ready by the big show...
- » The support is handled by some other team
- » I'm not going on vacation in August



## Account for Dependencies

### Insert tasks for:

- » Work product you need to get
- » Work product you need to produce for others
- » You may need to add tasks to remind others...



## Review and Replan Often

Start with the analysis, top-down.

End with synthesis, bottom-up.

- » The plan must add up to functioning software.

### Review at least weekly:

- » Do the tasks represent the work that still needs to be done?
- » Do the assumptions hold?



# Conclusion

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**“You can be sure our plan was perfect. It’s just our assumptions were wrong.”**

**Ken Olsen**

Founder & CEO  
DEC (for 35 years)  
1991

**Your Letters & Comments are Welcome!**

**Steven Teleki:**

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**Visit: <http://steven.teleki.net/>**

- **Software Development Reading List**
- **Slides from this and previous talks**