

# Unit 17: IT Project Projects Life Cycles (P1)

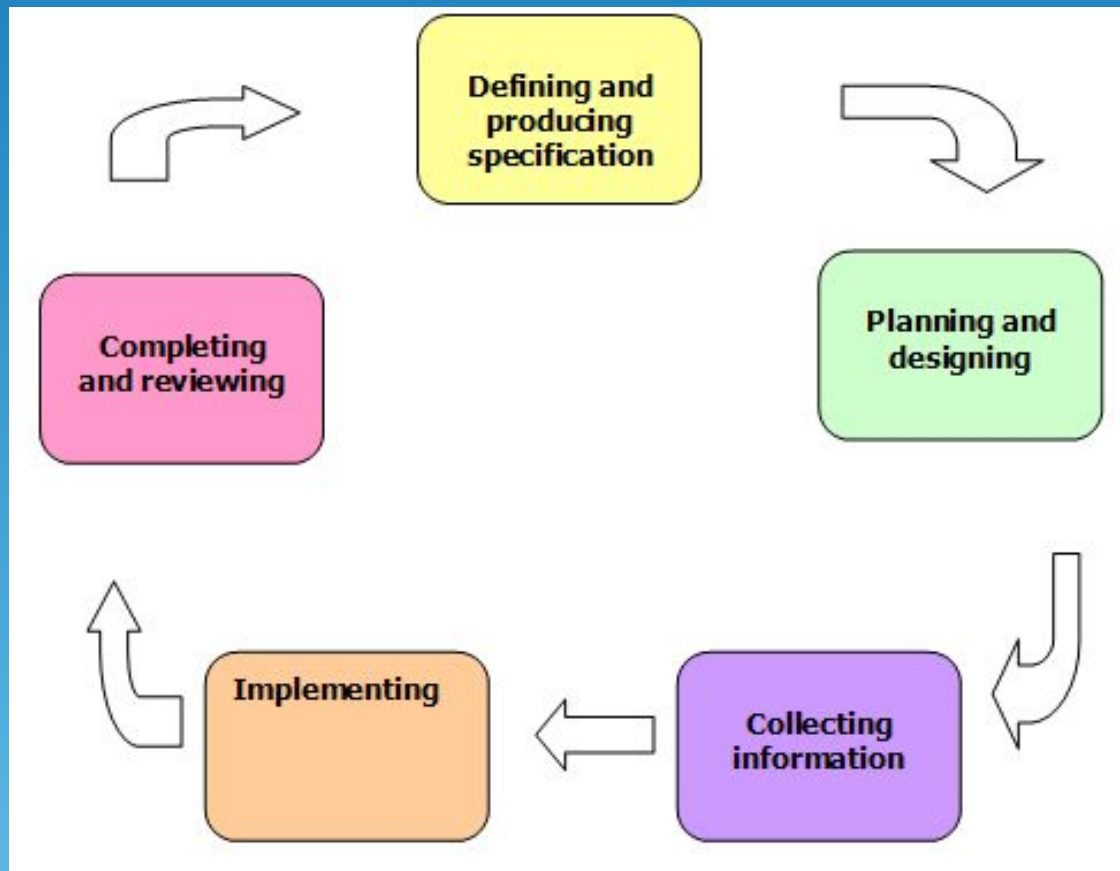


# Learning Outcomes

- ? Project Life Cycle
- ? Stages of the Life Cycle



# Project Life Cycle



# Defining & Producing Specification

- ? Firstly, the problem must be carefully described, this can be achieved by speaking to the user/manager
- ? The problem is then defined in writing and agreed by all parties involved
- ? The specification is then defined as a set of actual deliverables (to be achieved through the project)
- ? Specification will focus on what the new system will need to do to enable users to carry out their tasks (functional perspective)
- ? Establish the inputs, processing requirements and output needed
- ? What hardware or software requirements or anything else that will facilitate the solution (network cabling, desks, chairs, routers, security software)

# Planning & Designing

- ? The Planning & Designing stage and the Collecting Information stage more or less happen simultaneously, with each part providing information that might tweak another aspect of the process
- ? In the Planning & Designing Stage:
  - ? Plan the project
  - ? Identify review points and other milestones
  - ? Consideration of what resources will be needed
  - ? What money will be required to complete the project
  - ? What are the deadlines

# Collecting Information



- ? While the planning & designing stage is going on, information about the existing system and processes are collected, collated and analysed
- ? You cannot design a solution if you do not understand what you have already!
- ? Collecting Information involves
  - ? Interviews
  - ? Questionnaires
  - ? Data Analysis
  - ? Meetings
  - ? Document Analysis
  - ? Observations

# Implementing

- ? Implementation part of a life cycle includes:
  - ? Creating the project product (whatever that might be), so building your interactive website
  - ? Any testing that needs to be undertaken, testing you completed website
- ? Often project teams can underestimate how much time will be needed for this phase, since developing a product, such as a website, can take longer.
- ? At this stage it is sometime better to heavily overestimate than to underestimate (and therefore carry out more effective testing)

# Completing & Reviewing



- ? Once the project is complete, the product is activated or brought to life and is tested
- ? All team members in the project will get together to review its success, using the original functional specification, to provide a list of performance criteria against which success or failure can be judged
- ? Review will highlight a number of aspects for immediate resolution or an additional wish list of enhancements
- ? In the event that the client wants or needs additional enhancements, in a commercial project there will be an opportunity to charge extra for the additional work



# Task

- ? **Produce** a detailed presentation (with notes) **describing** the typical phases of a project life cycle.

