Living the Good Life within the Lifecycle

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Why can’t lifecycles be peaceful?

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The Lifecycle Tug of War

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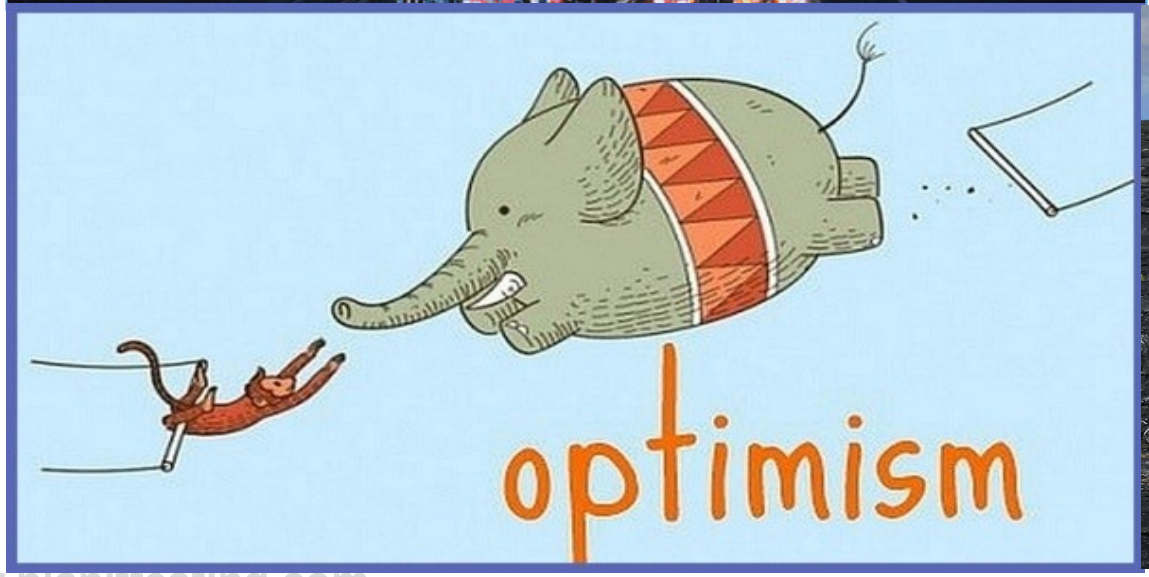
Where do you fit?



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What are the problems with lifecycles?

- Not aligned with the actual work
- Not suitable for the project
- Not suitable for the people
- Established by one group only
- Selected without understanding the ramifications
- Dictated by a 3rd party

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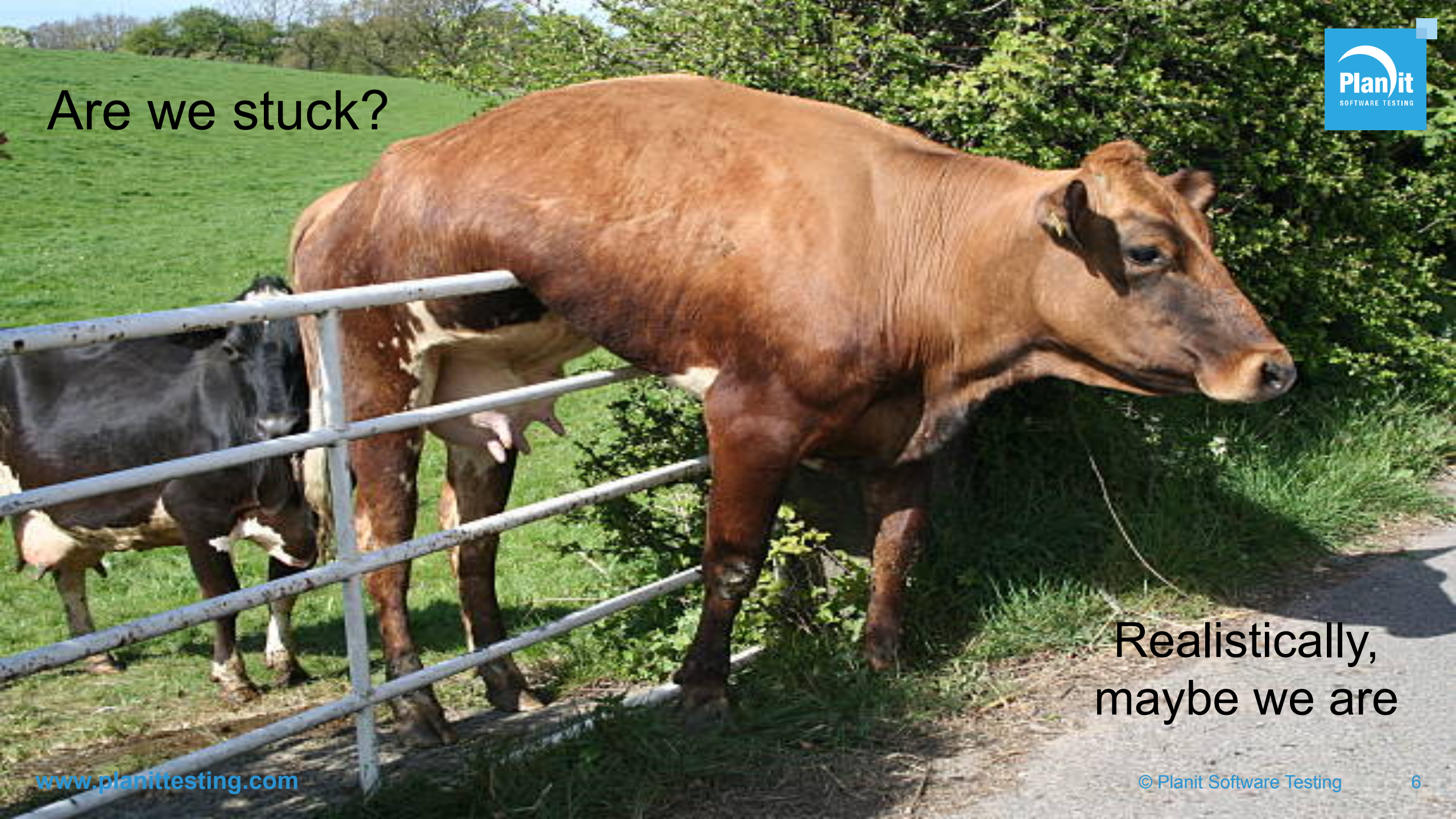
Are we stuck?



Realistically,
maybe we are

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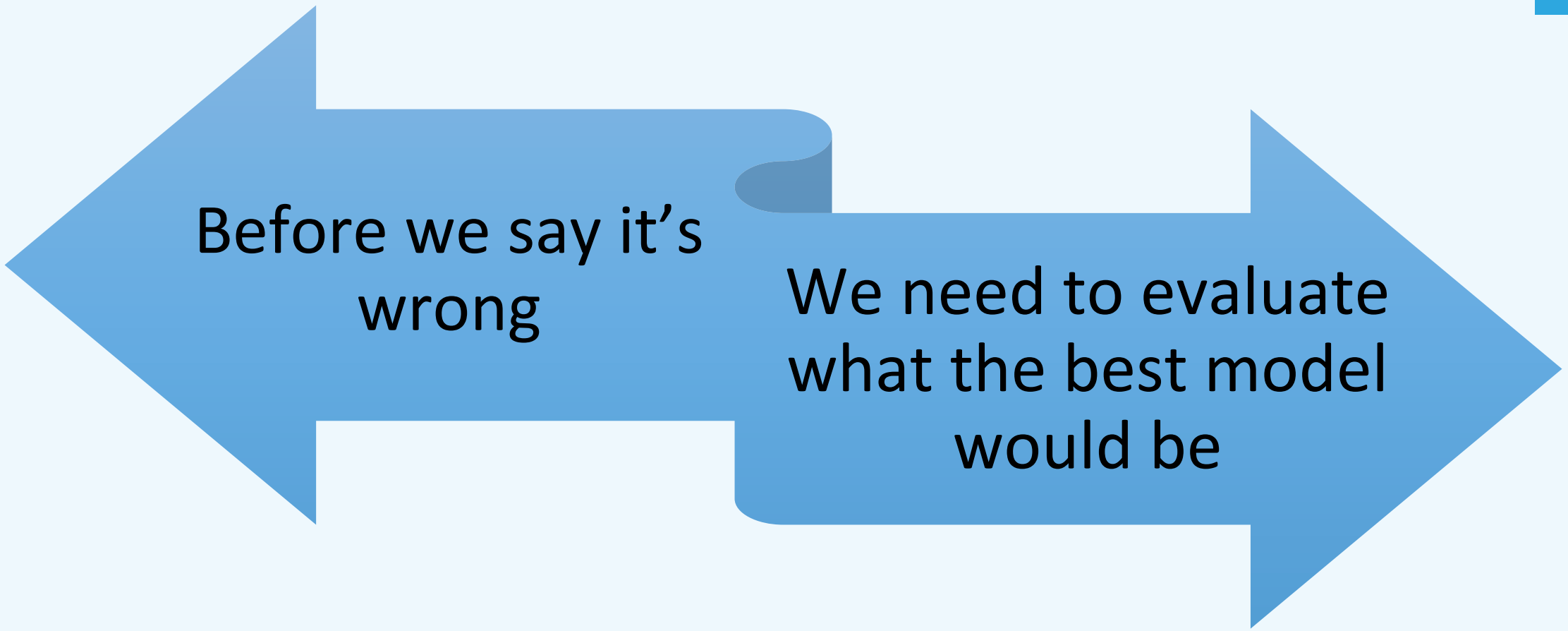

Remember, just because it's your favourite model doesn't mean it's the best one for the situation

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Evaluation Criteria

- Knowledge
- Working Together
- Passion
- Requirements
- Project Team Engagement
- Documentation
- Project Type
- Schedule
- Budget
- Tester Involvement
- Communication
- Location
- Management
- Quality
- Meeting Overhead (effective working hours)

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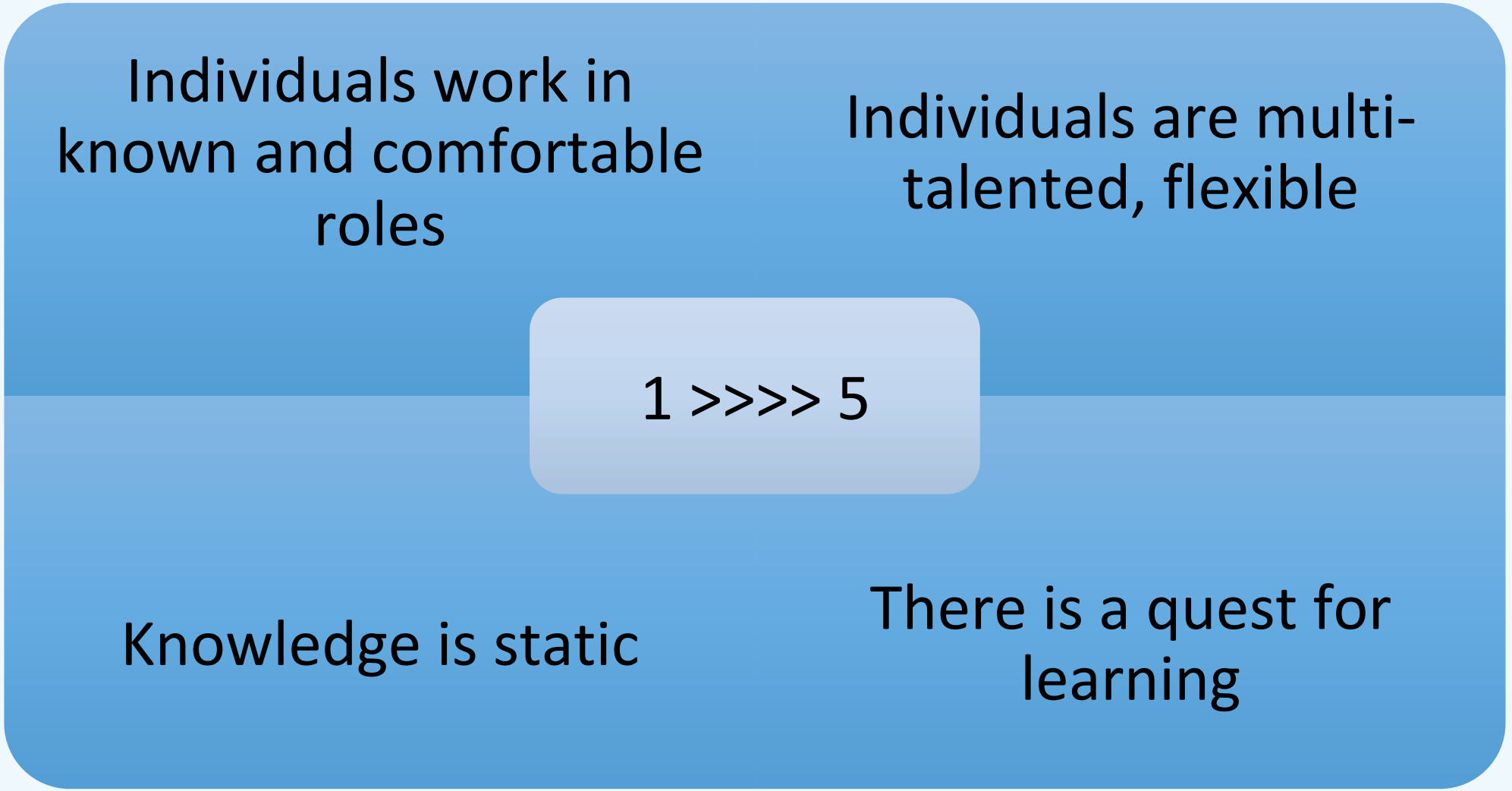
#1 Knowledge

X Axis

Y Axis



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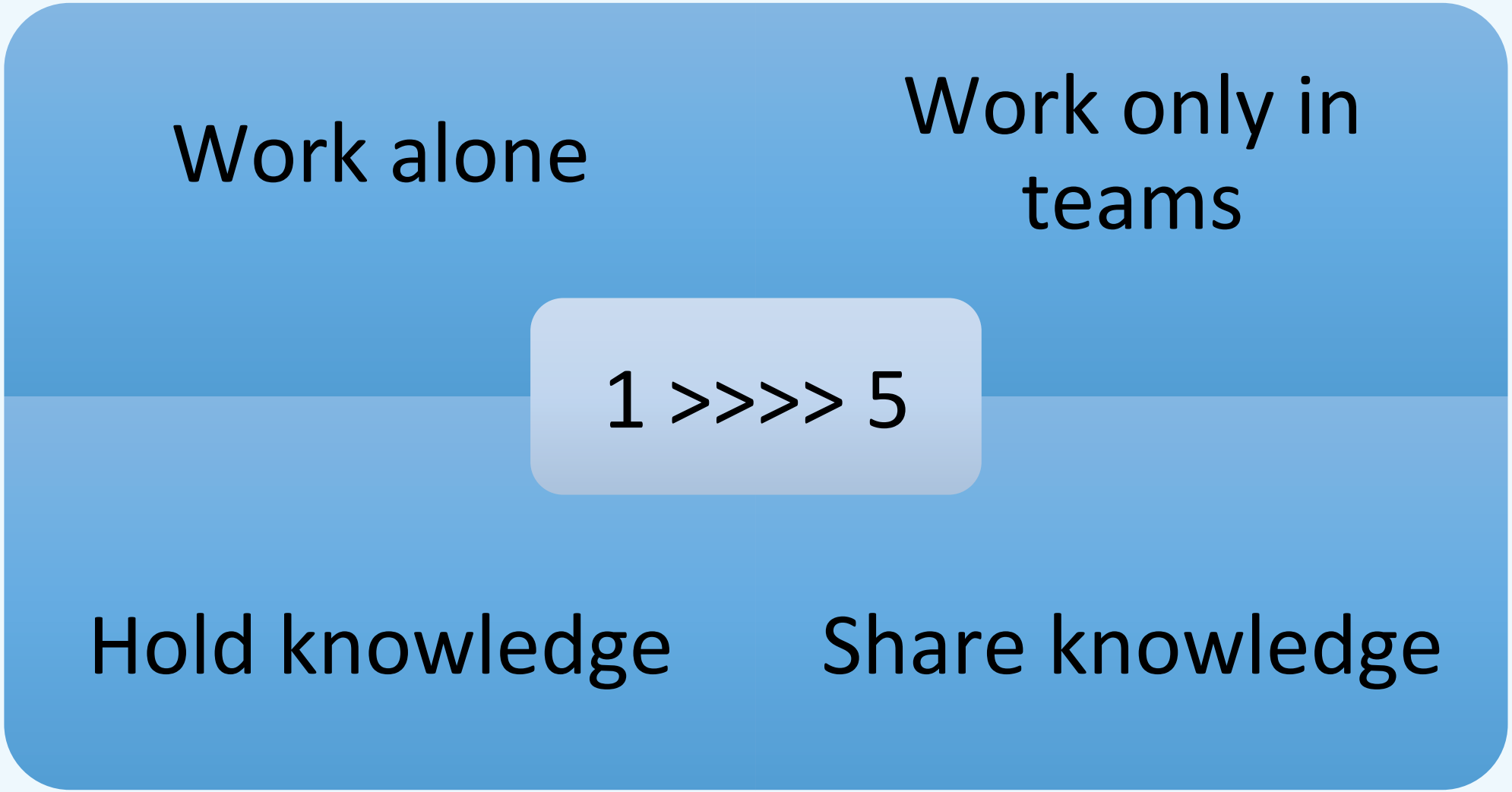
#2 Working Together

X Axis

Y Axis



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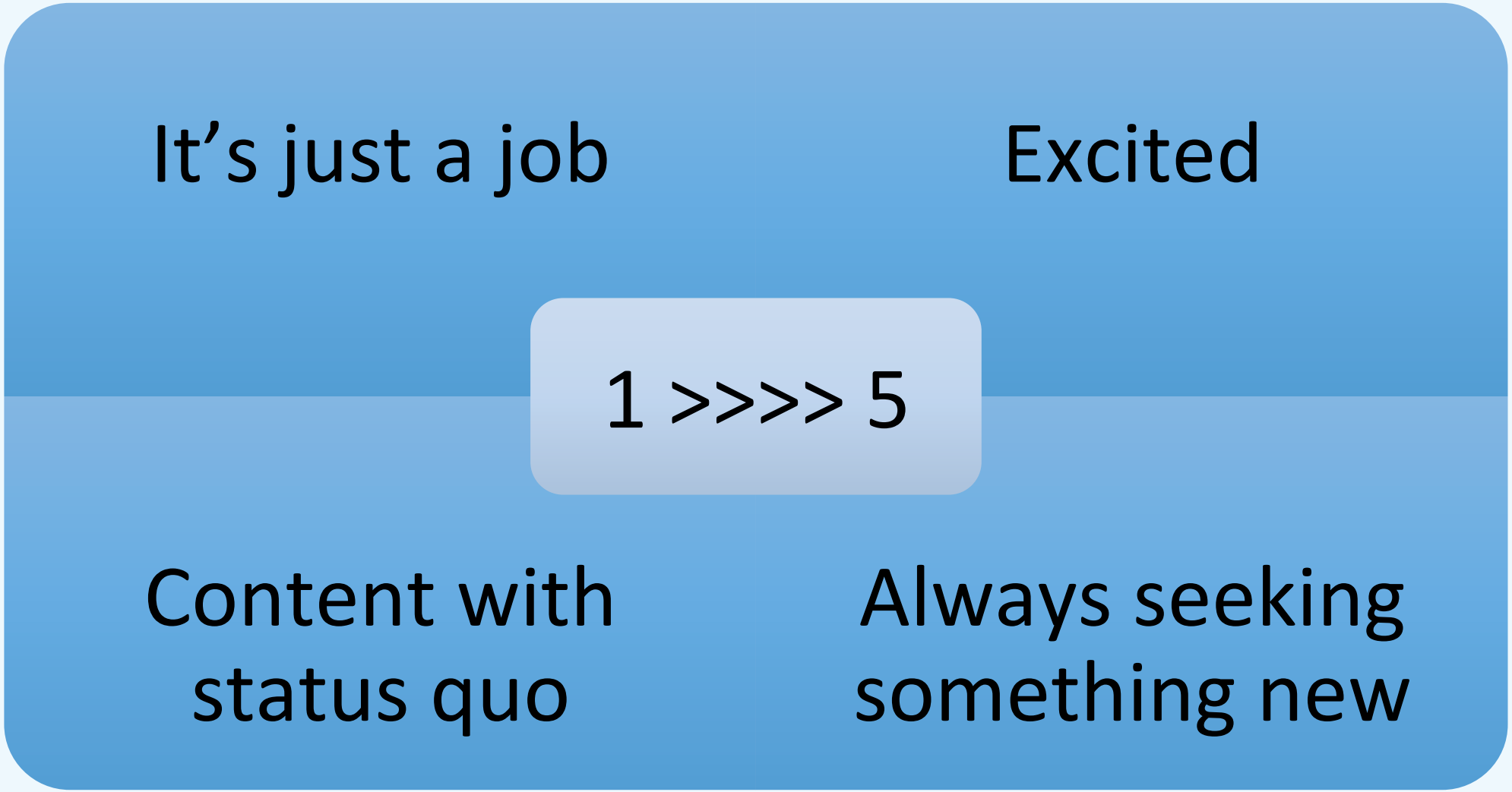
#3 Passion

X Axis

Y Axis



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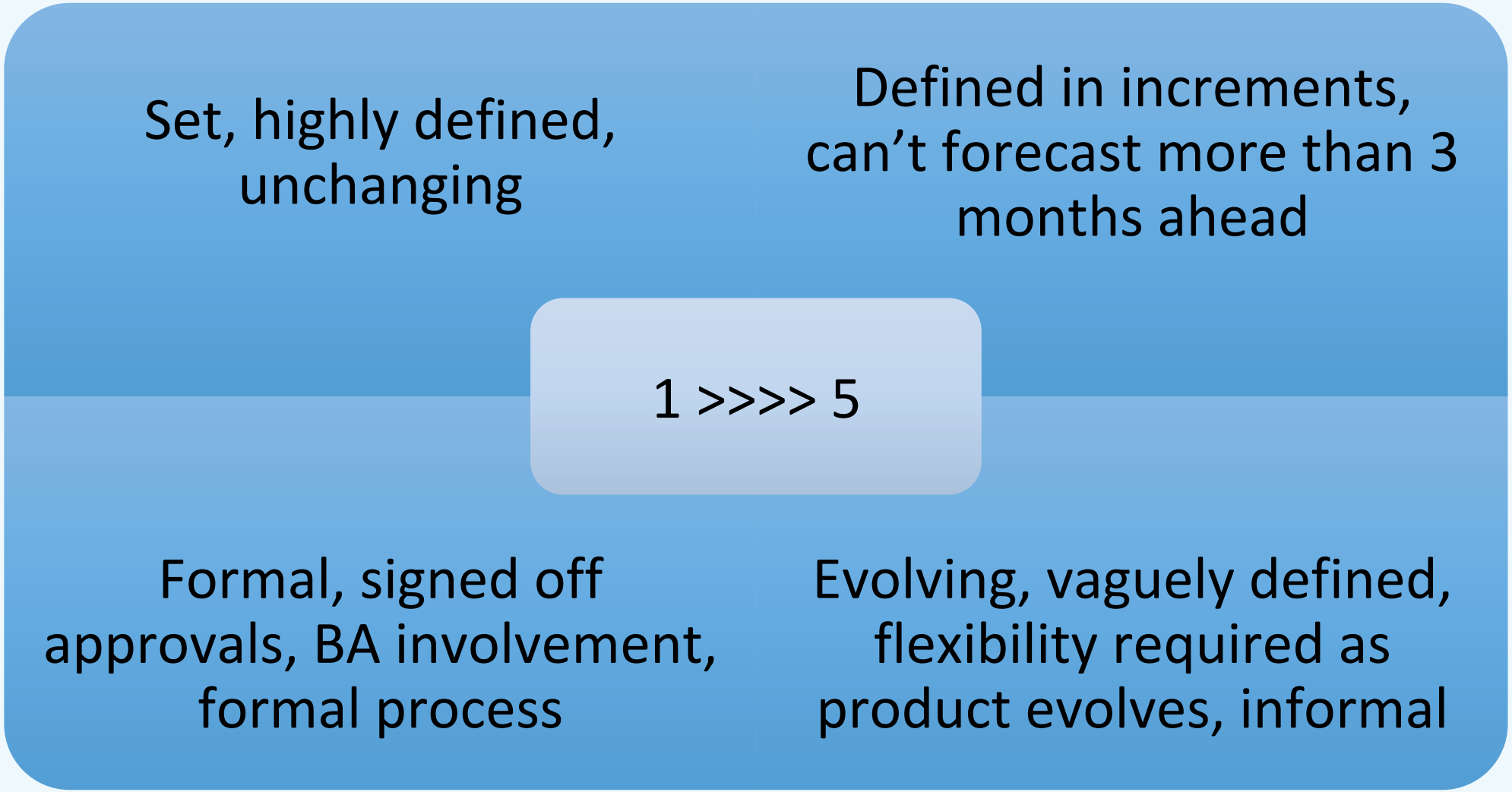
#4 Requirements

X Axis

Y Axis



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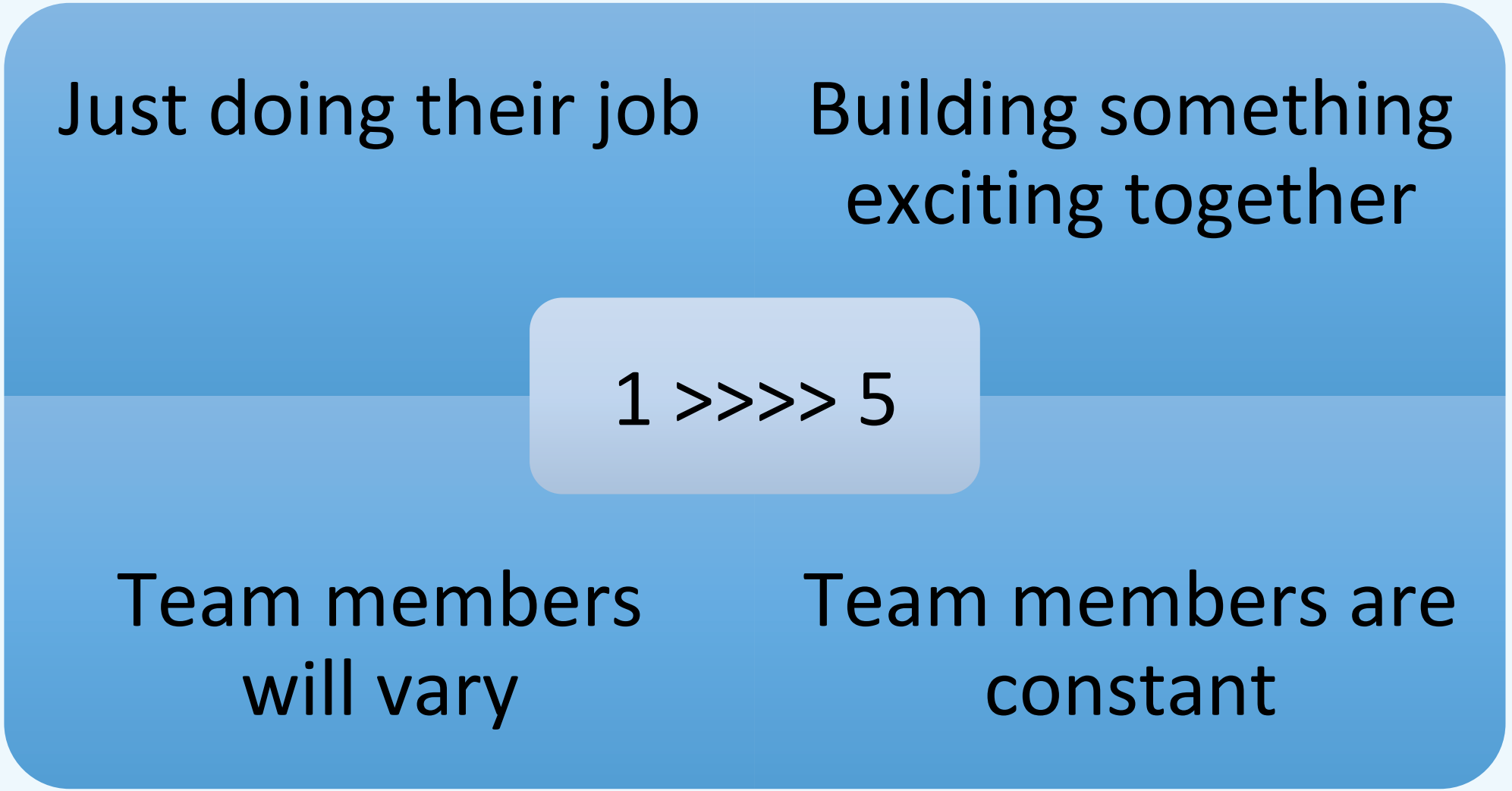
#5 Project Team Engagement

X Axis

Y Axis



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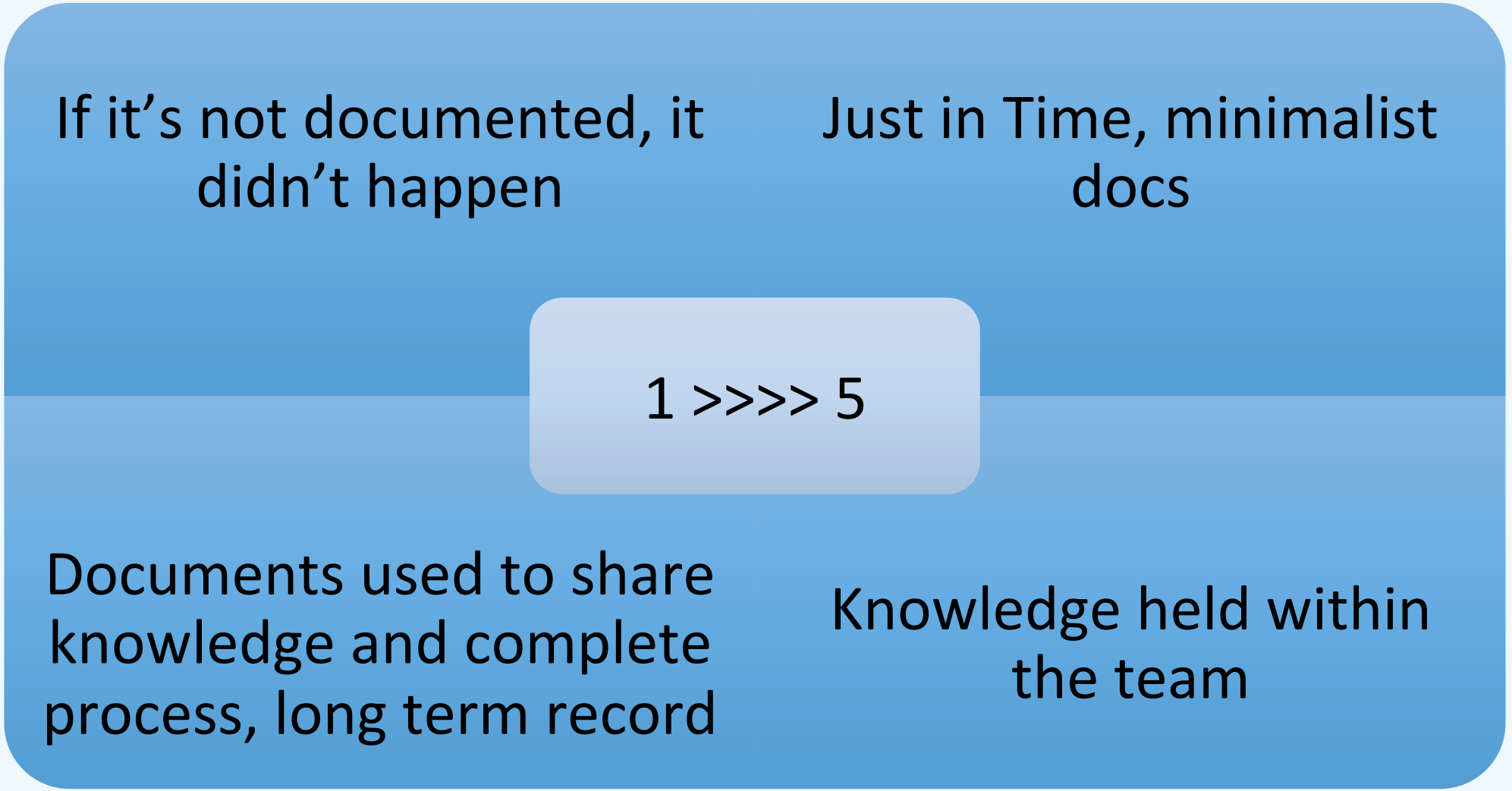
#6 Documentation



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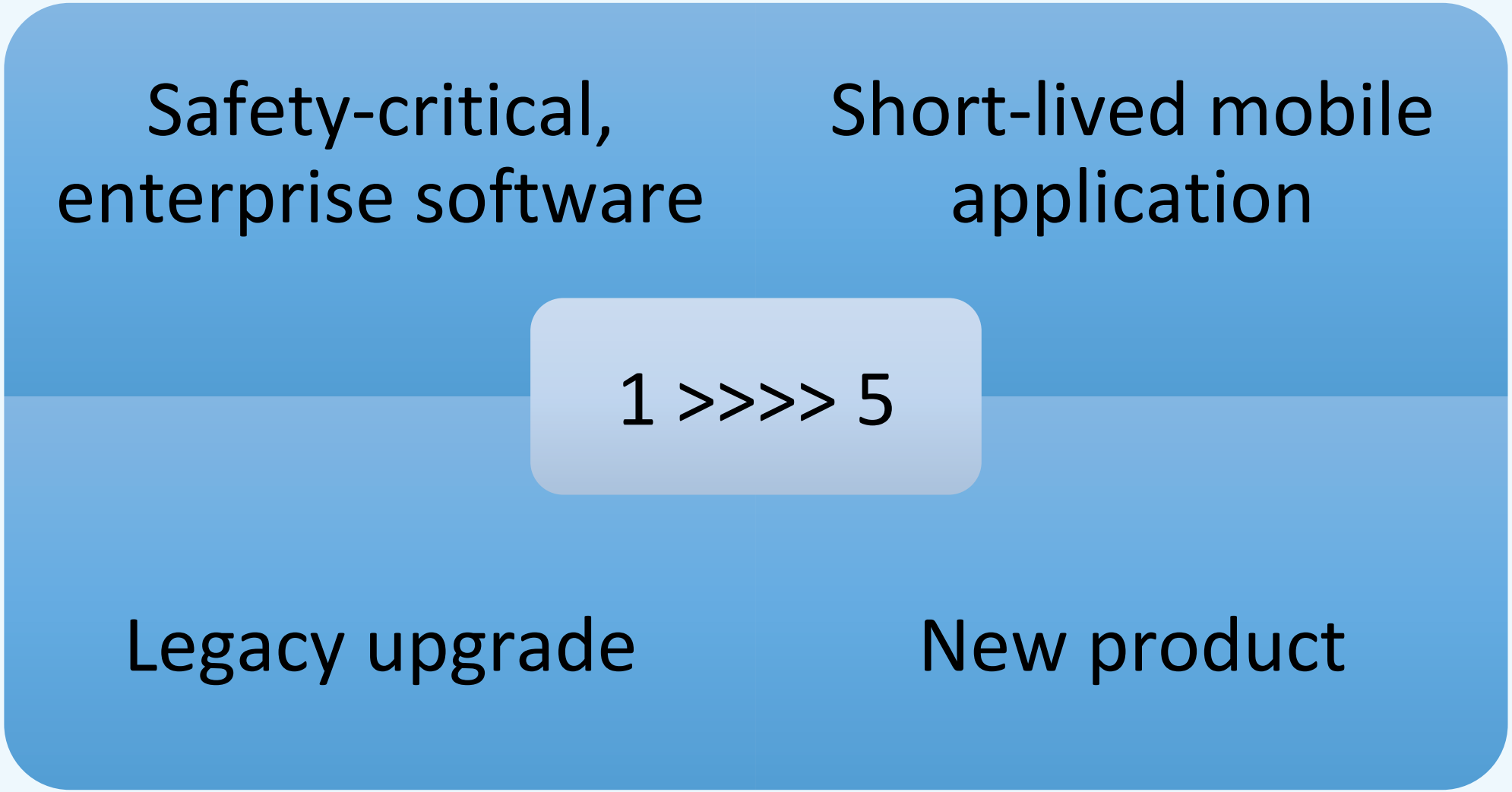
#7 Project Type

X Axis

Y Axis



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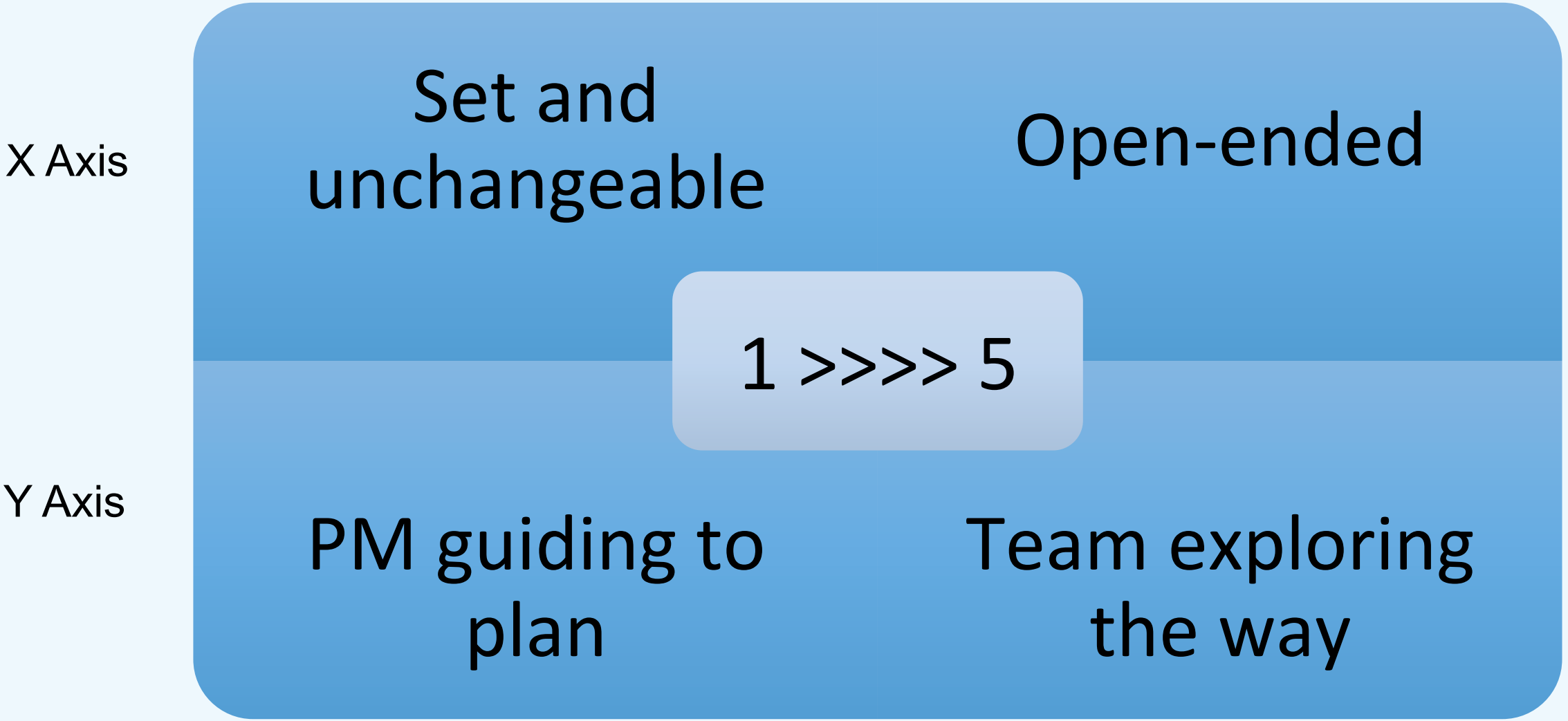
#8 Schedule



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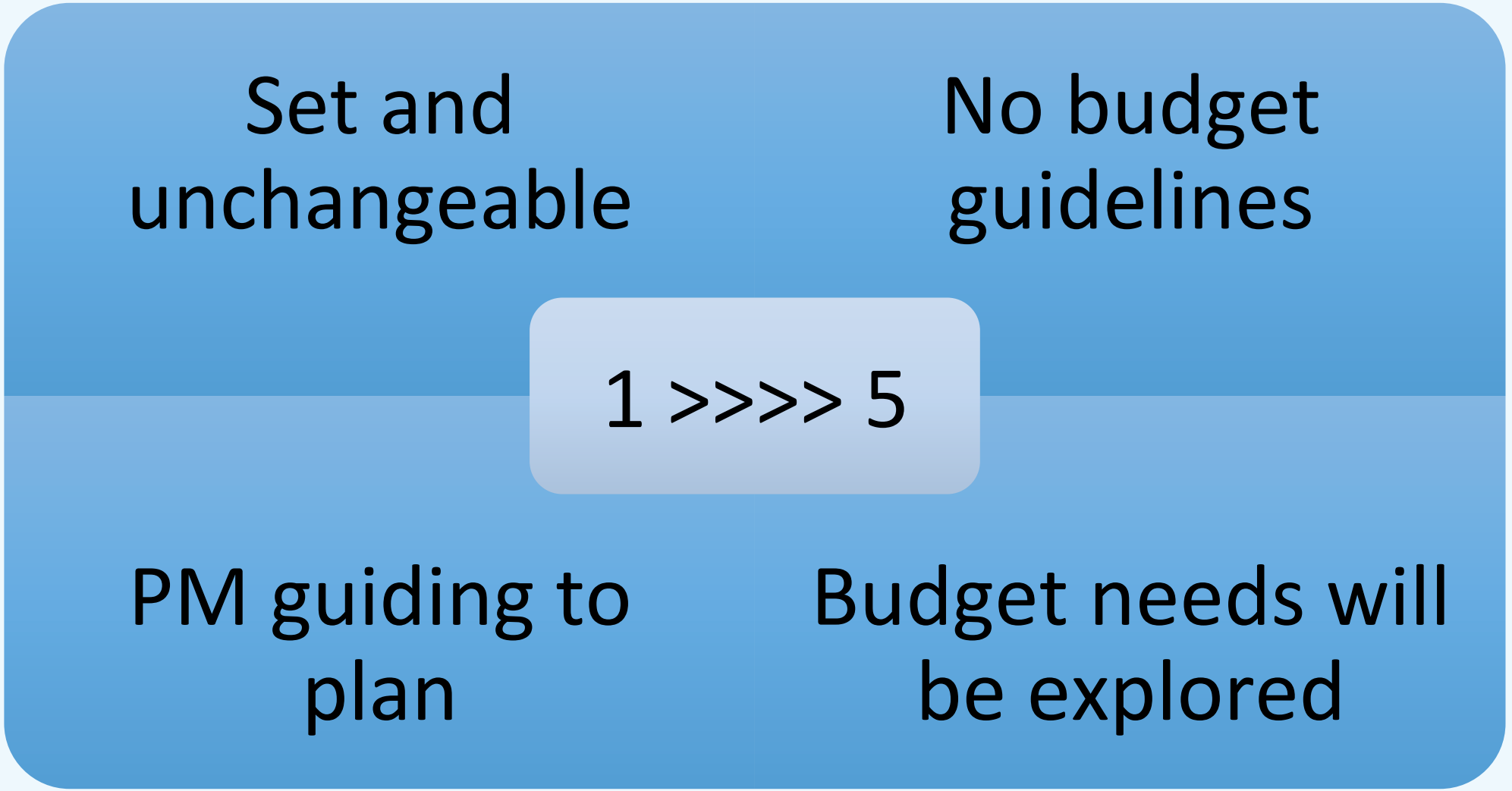
#9 Budget

X Axis

Y Axis



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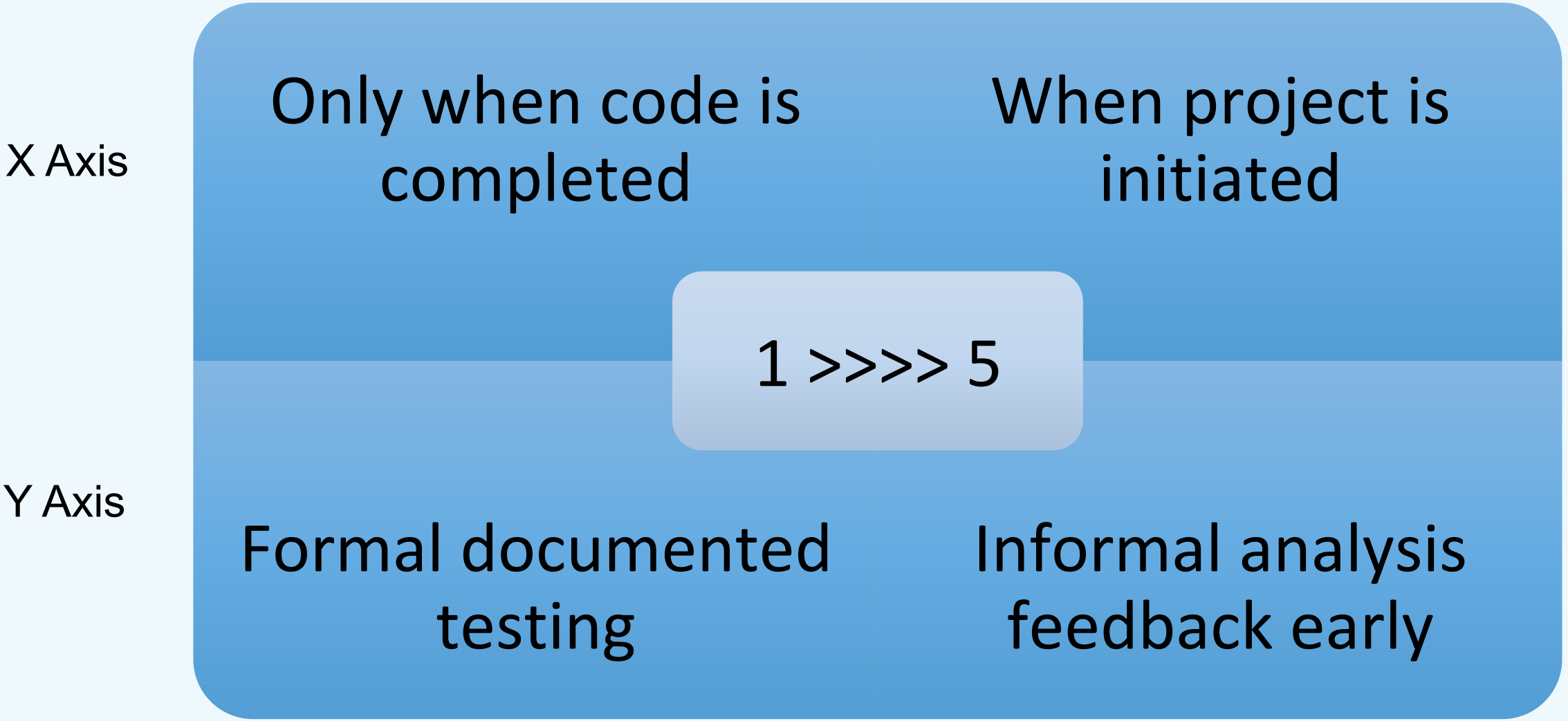
#10 Tester Involvement



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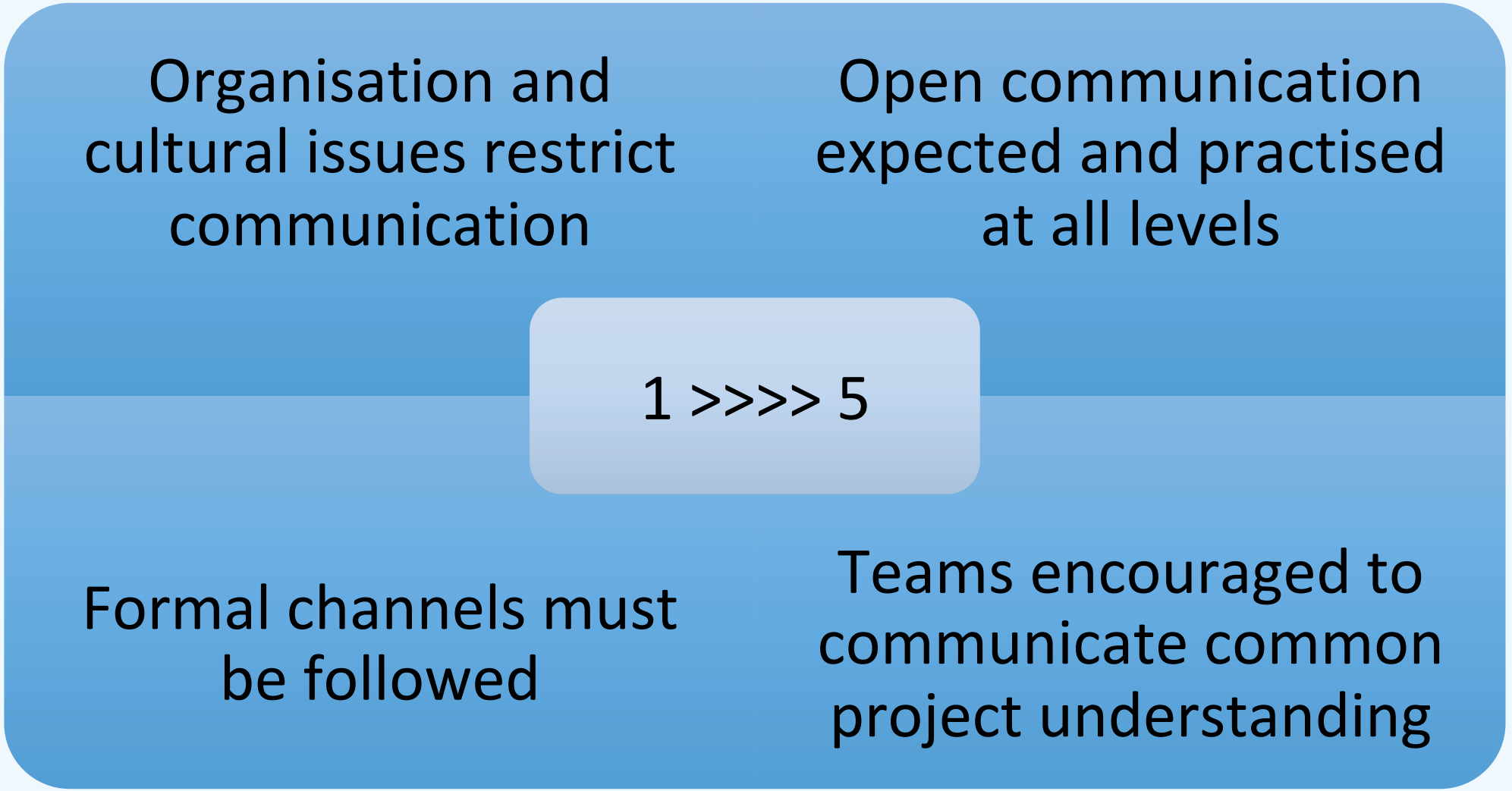
#11 Communication

X Axis

Y Axis



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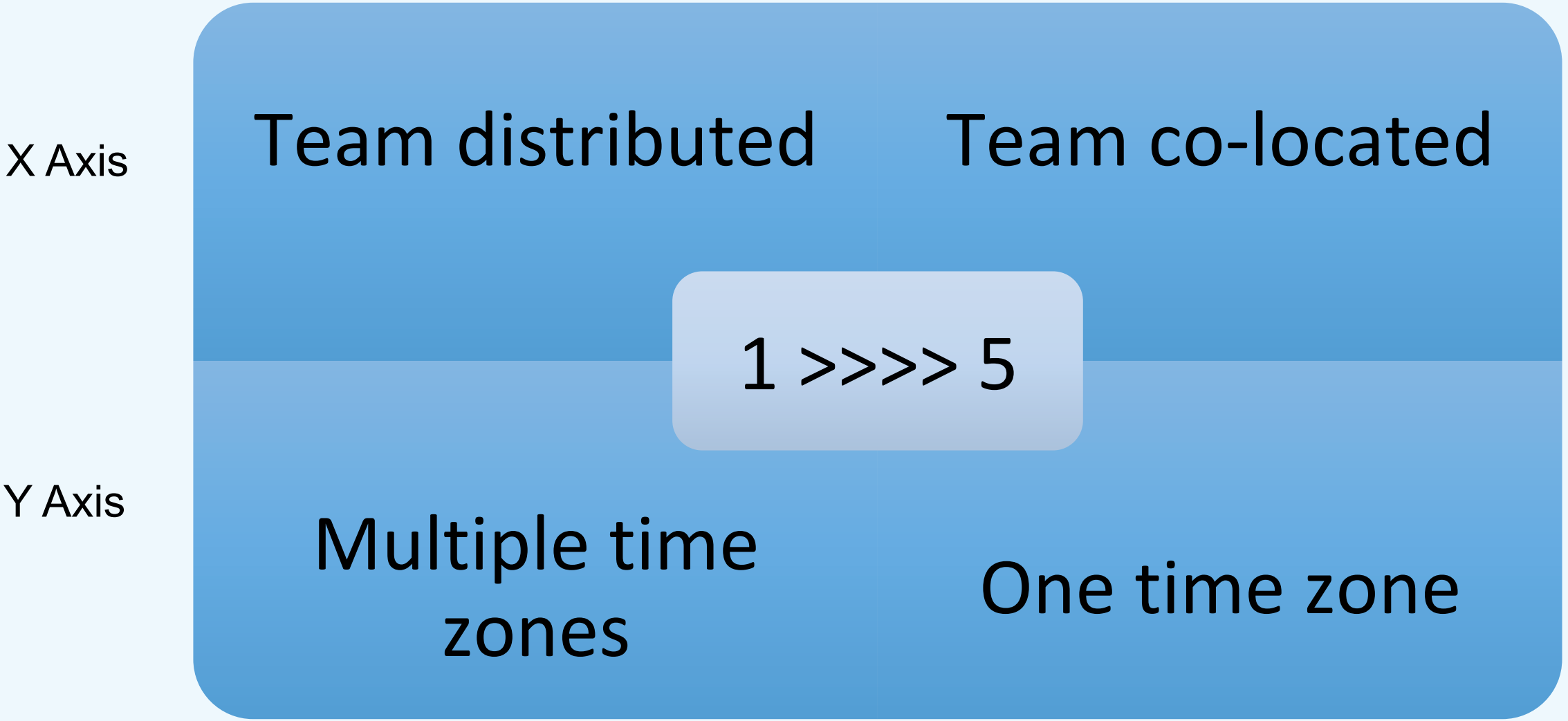
#12 Location



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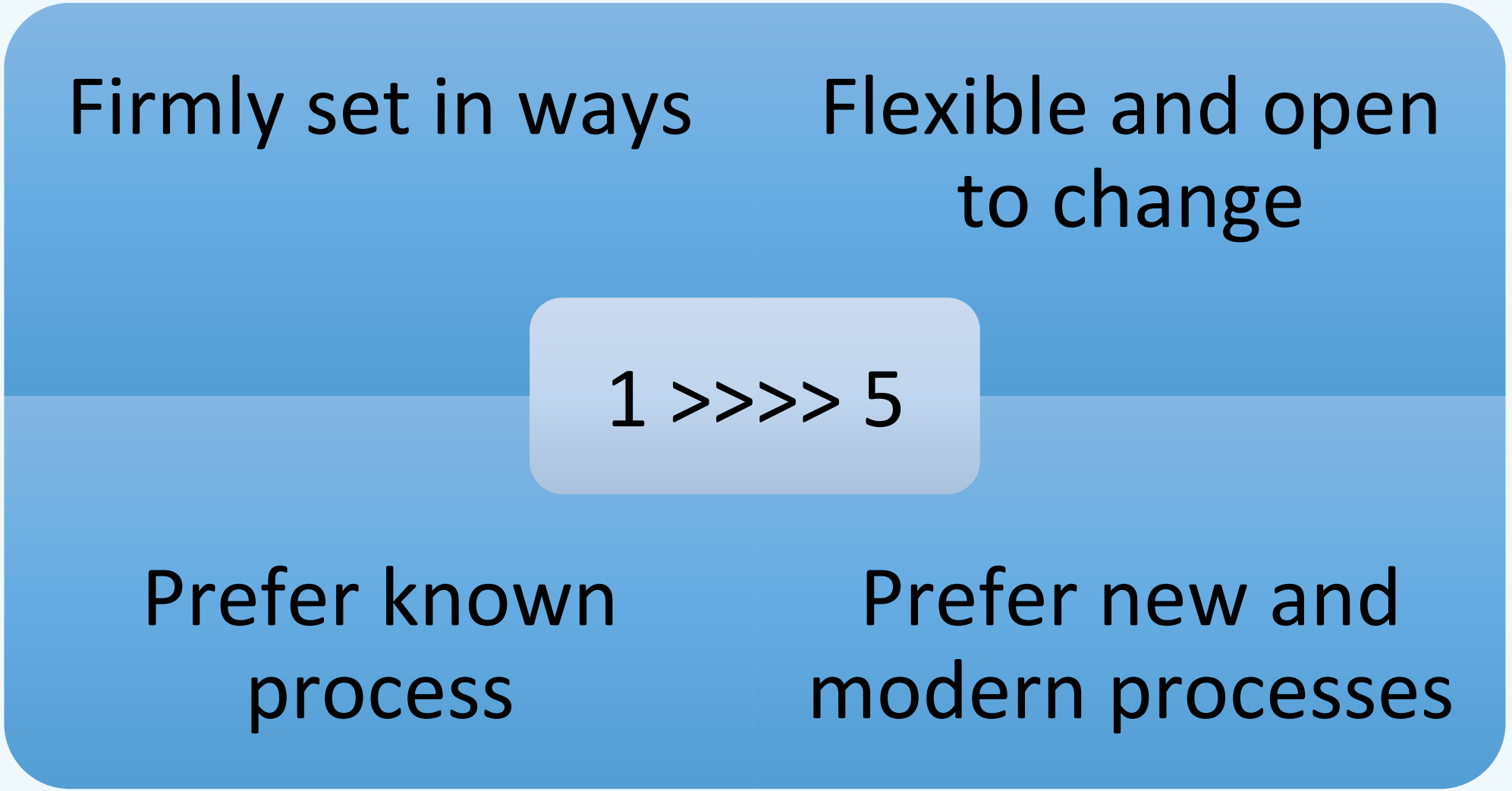
#13 Management

X Axis

Y Axis



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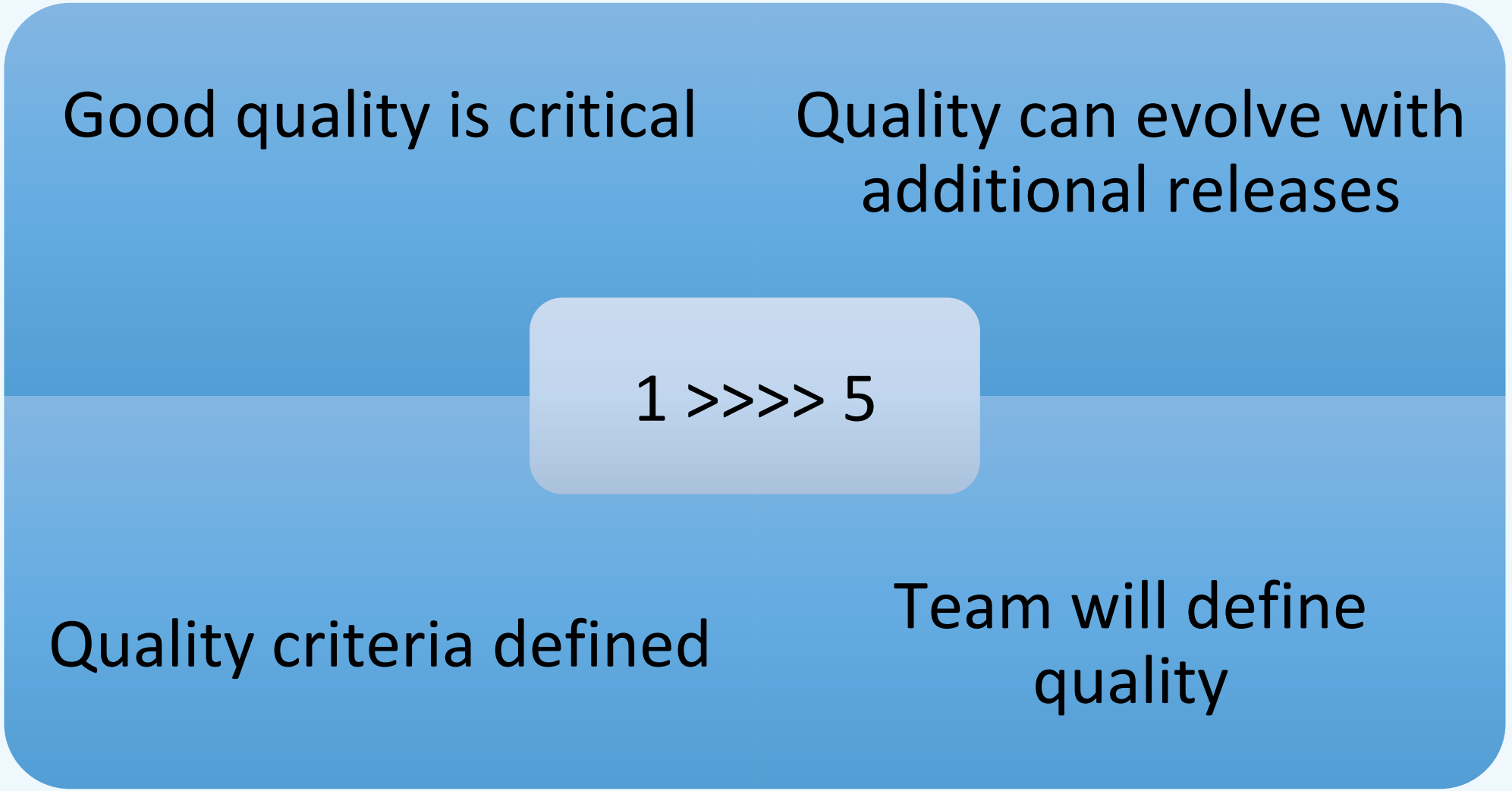
#14 Quality

X Axis

Y Axis



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#15 Meeting Overhead

X Axis

Y Axis

Meetings average >= 4 hours per day	Meetings average < 1 hour per day
Team prefers no meetings	Team prefers workshops

1 >>>> 5

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A bit more detail for Knowledge

Range for X
Individuals work in known and comfortable roles ⇨ Individuals are multi-talented, flexible

Examples:
1 = Specialist knowledge, can train others, can share between projects
3 = Some specialized knowledge but also willingness to expand and learn other roles
5 = Multi-talented people, flexible, some knowledge in several areas, can fill gaps quickly and can easily accommodate changing risks and priorities

Range for Y
Knowledge is static ⇨ There is a quest for learning

Examples:
1 = Strong concentration, some responsibility and ownership, reliable to get work done with little management
3 = Flexible to work in any environment, responsible but happy to share and teach
5 = Sociable, may need support in some areas from team members, collaborative and happy receiving and supplying feedback

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A bit more detail for Team Engagement

Range for X
Just doing their jobs ⇨ Building something exciting together

Examples:
1 = The team members are competent, but not particularly interested in the work. They do their jobs, but are not interested in extending beyond the assigned work.
3 = The team members do a good job, consistently, and are interested in learning new areas but don't bring excitement to the team.
5 = The team members are excited about their work and happy to explore and master new areas of expertise. They are self-motivated and will find creative solutions to problems.

Range for Y
Team members will vary ⇨ Team members are constant

Examples:
1 = The members of the team change frequently. There is little cohesion and people don't usually feel that they are a "team" but rather a group of individuals.
3 = There is a team concept, but personnel turnover is still expected and it is likely that 20% of the team will leave before the end of the project.
5 = Turnover is rare. People are committed to the project and the team and will try to coordinate any changes to happen after the end of the project rather than risk disrupting the team.

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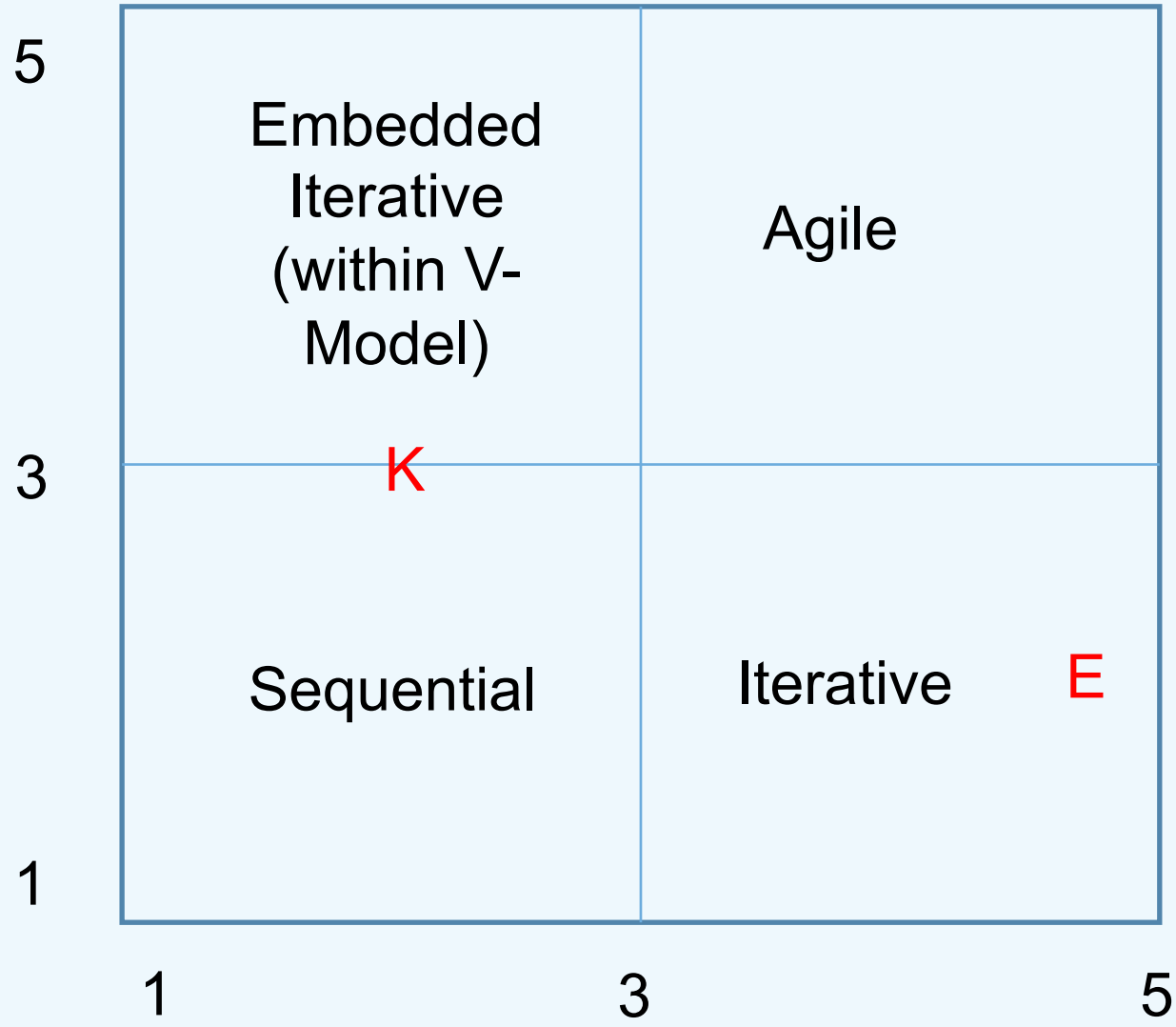
Let's Evaluate

If Knowledge was rated as X = 2 and Y = 3



If Team Engagement was rated as X = 5 and Y = 2

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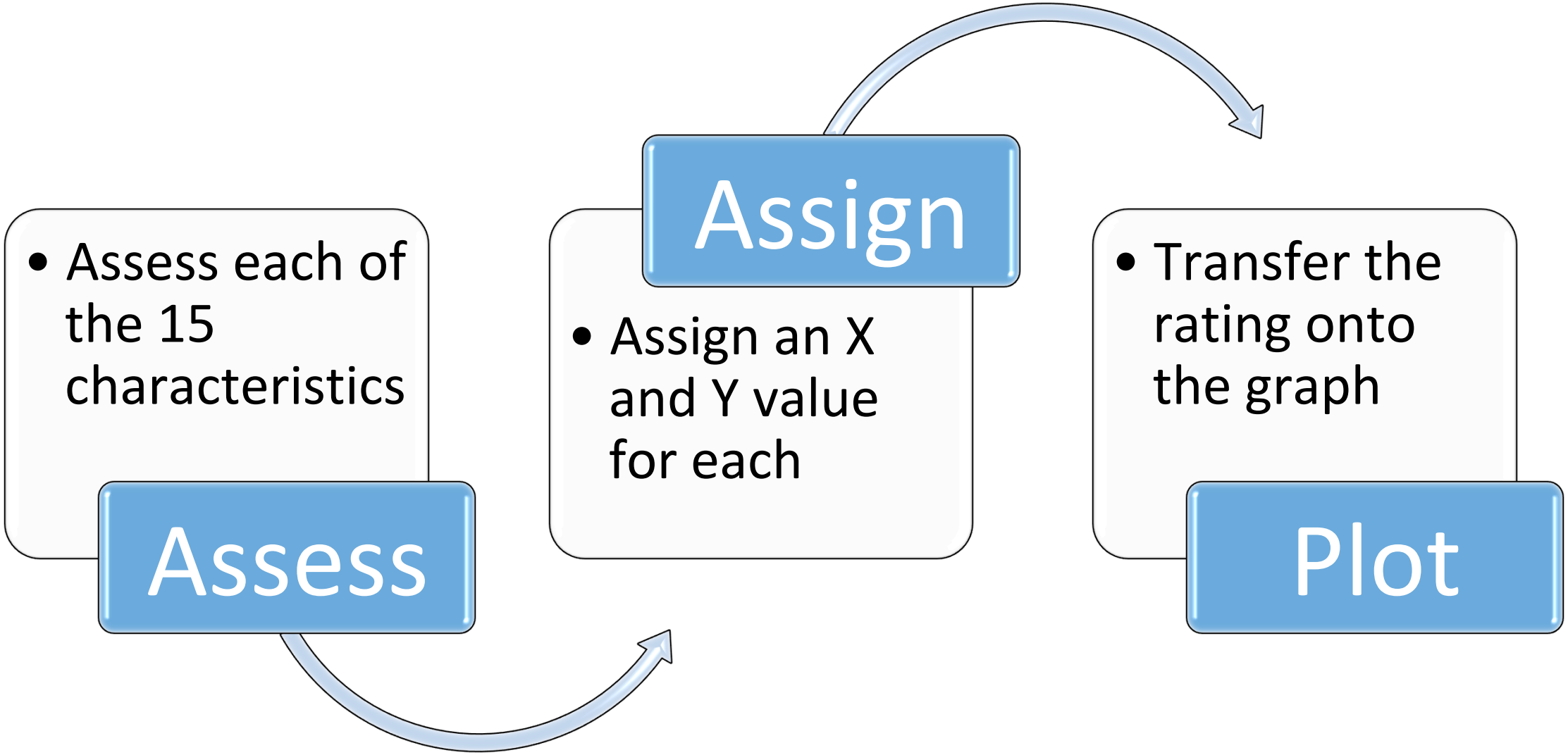
You get the idea...



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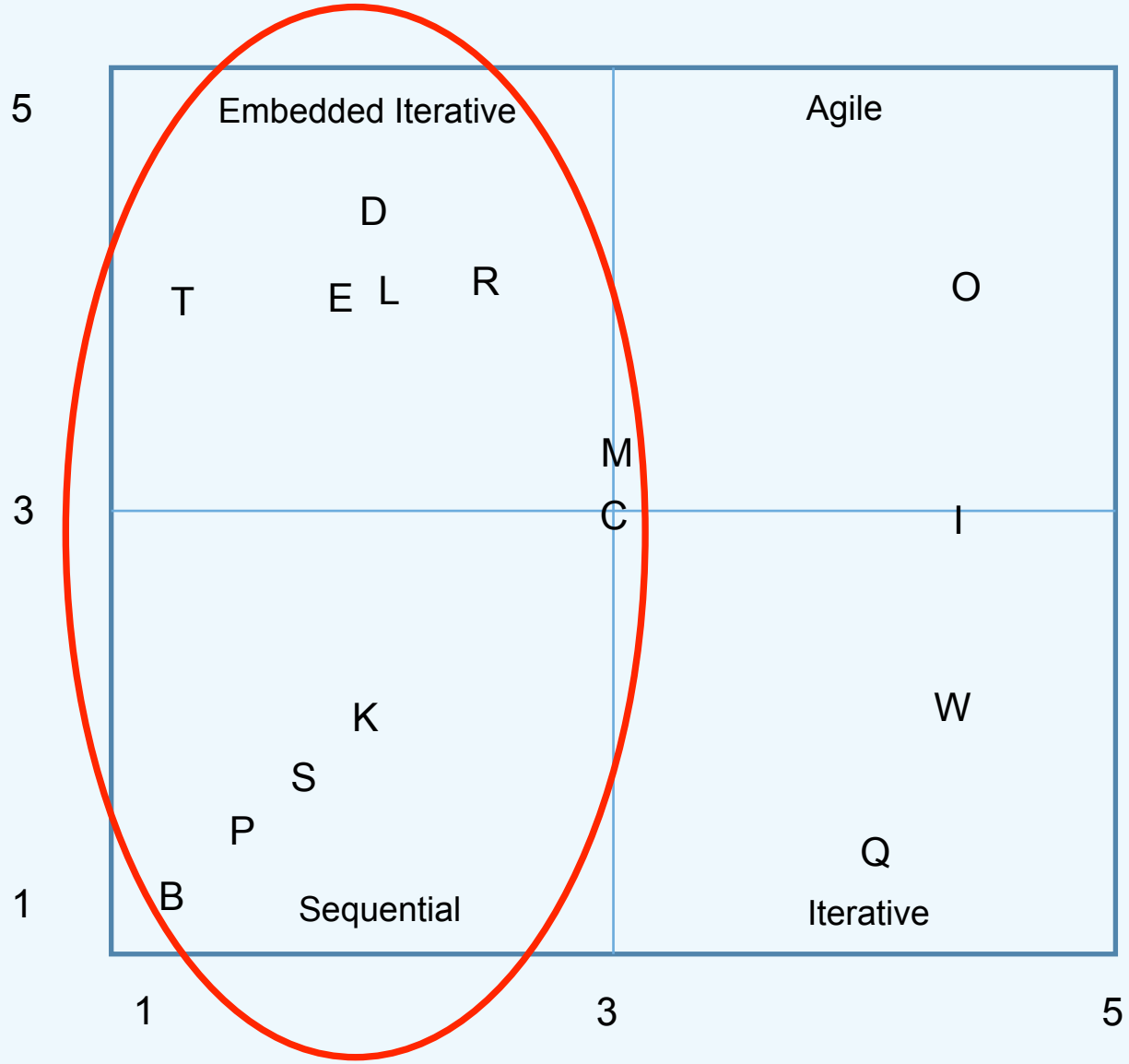
Filling in the Matrix

K = Knowledge
W = Working Together
P = Passion
R = Requirements
E = Team Engagement
D = Documentation
T = Project Type
S = Schedule
B = Budget
I = Tester Involvement
C = Communication
L = Location
M = Management
Q = Quality
O = Meeting overhead



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And they picked Agile??

Noooooo!

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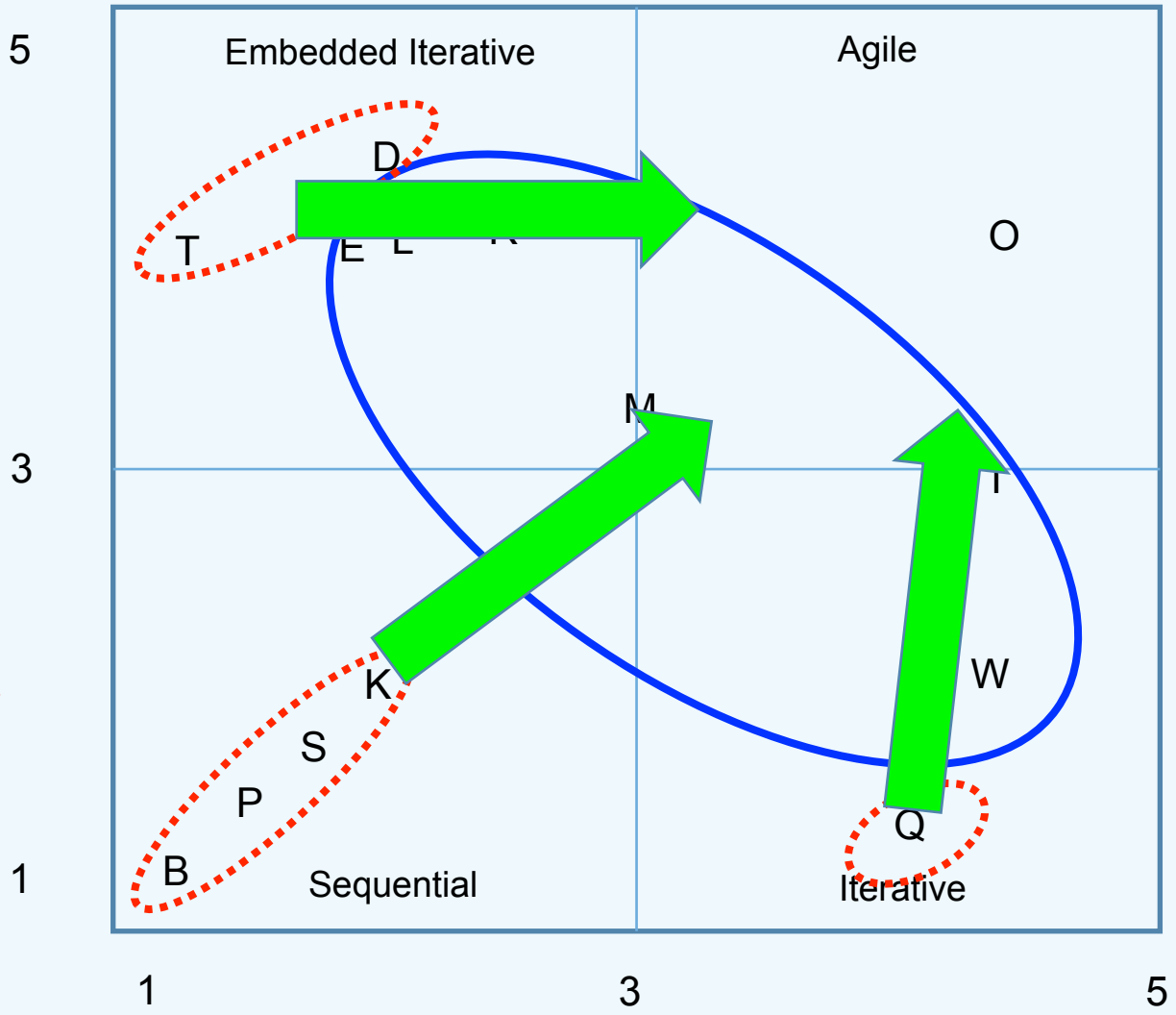
Where to start...

Some items we can just watch

Others require action – maybe immediate!



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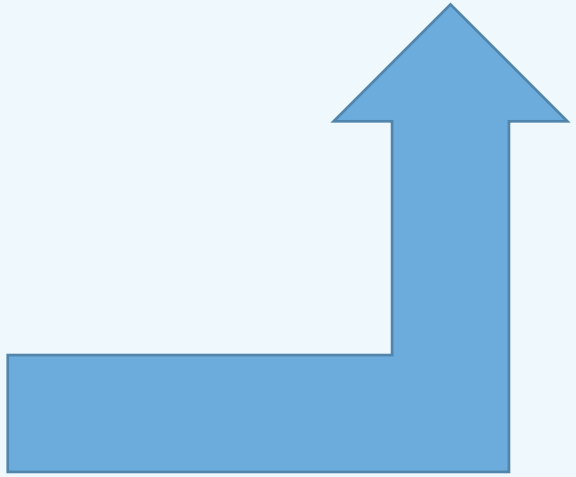
Moving to the 5's - Knowledge

For the X axis: 1's may not respect 5's and 5's may not value the knowledge of the 1's. A good plan would be to form a specialist consulting team who can still keep their identity as specialists, but can also contribute to the team.

For the Y axis: 3 will be the common ground. 1's will be uncomfortable with the informality of the 5's environment. Plan the move to 3 and then slowly to 5 as sharing and teaching increase sociability.



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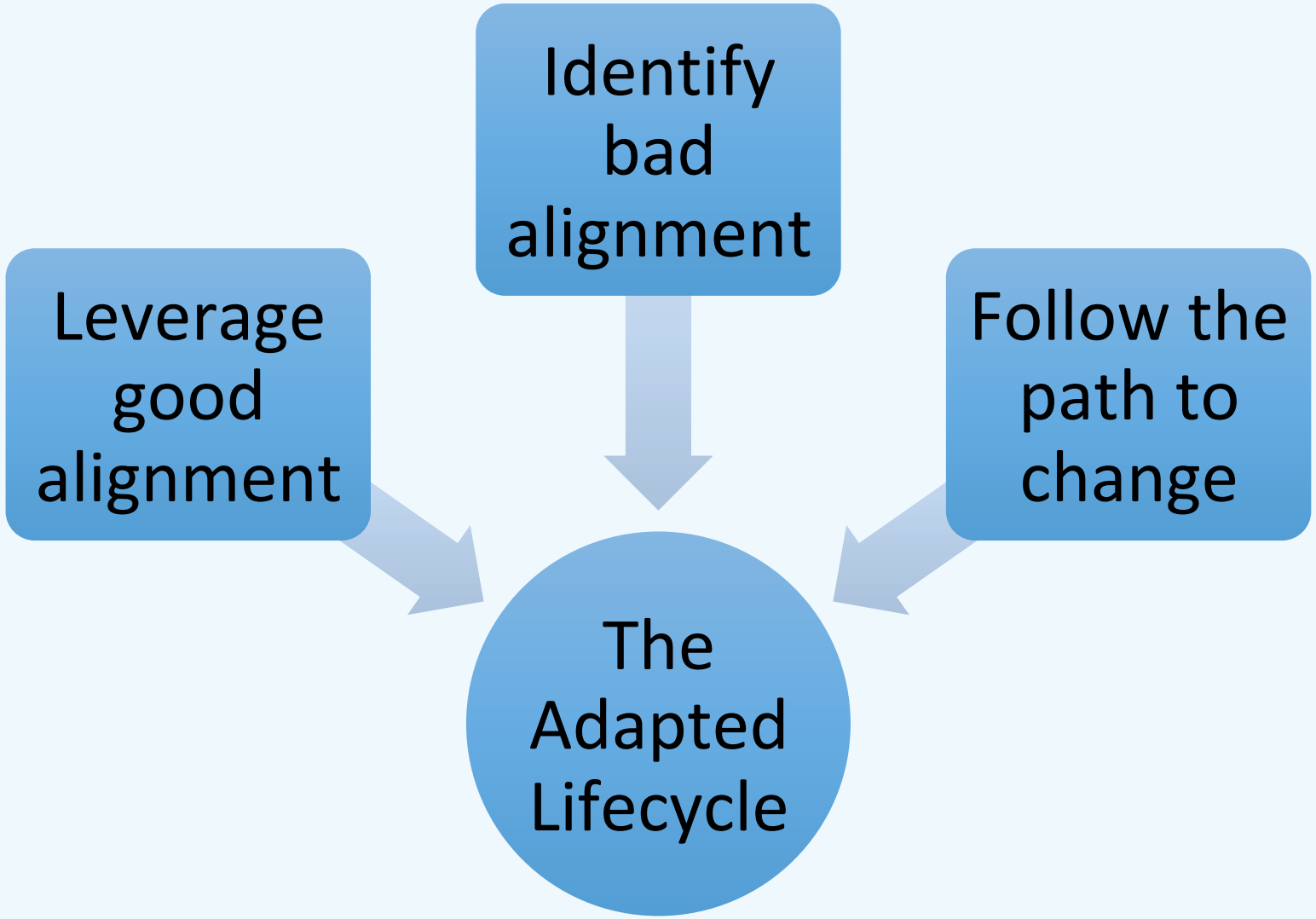
Work with the model



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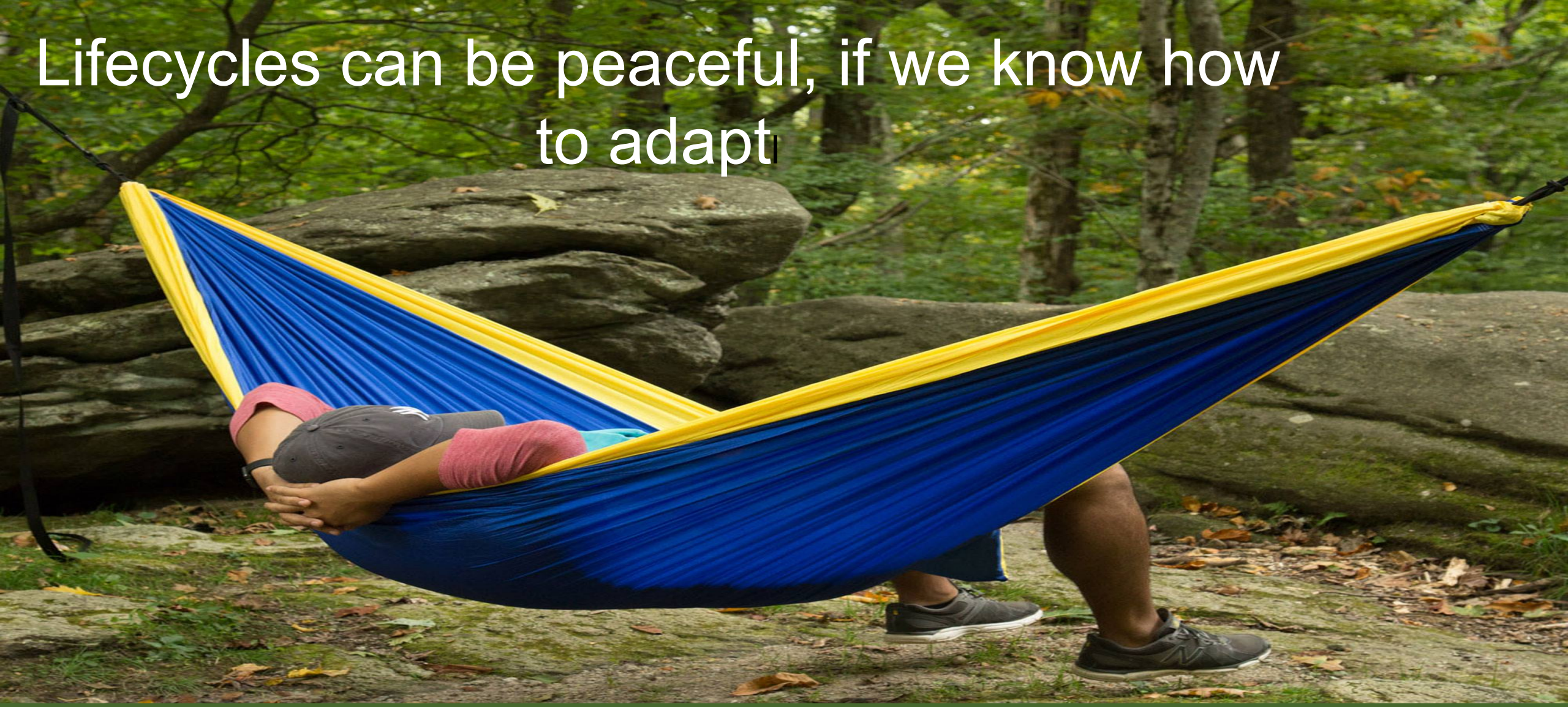
Lifecycles can be peaceful, if we know how to adapt



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Download Info:
https://www.planittesting.com/nz/Insights/2018/Evaluating-Lifecycle-Models