

## Classic Mistakes

- People:

- 1. Undermined motivation
- 2. Weak personnel
- 3. Uncontrolled problem employees
- 4. Heroics
- 5. Adding people to a late project
- 6. Noisy, crowded offices
- 7. Friction between developers and customers
- 8. Unrealistic expectations
- 9. Lack of effective project sponsorship
- 10. Lack of stakeholder buy-in
- 11. Lack of user input
- 12. Politics placed over substance
- 13. Wishful thinking

- Process:

- 14. Overly optimistic schedules
- 15. Insufficient risk management
- 16. Contractor failure
- 17. Insufficient planning
- 18. Abandonment of planning under pressure
- 19. Wasted time during the fuzzy front end
- 20. Shortchanged upstream activities
- 21. Inadequate design
- 22. Shortchanged quality assurance
- 23. Insufficient management controls
- 24. Premature or too frequent convergence
- 25. Omitting necessary tasks from estimates
- 26. Planning to catch up later
- 27. Code-like-hell programming

- Product:

- 28. Requirements gold-plating
- 29. Feature creep
- 30. Developer gold-plating
- 31. Push me, pull me negotiation
- 32. Research-oriented development

- Technology:

- 33. Silver-bullet syndrome
- 34. Overestimated savings from new tools or methods
- 35. Switching tools in the middle of a project
- 36. Lack of automated source-code control

- <http://www.pslashg.org/~voel/excerpts/McConnell.html>

- Project Plan template
- grading criteria