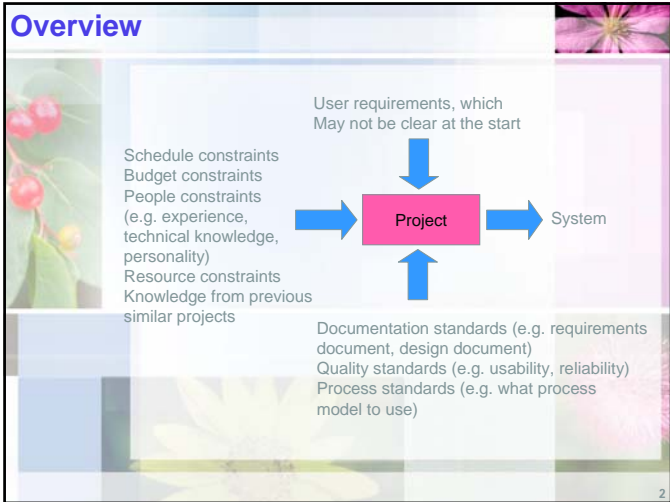# COMPSCI 708S1C
Multimedia and Hypermedia Systems

Project Management

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http://www.cs.auckland.ac.nz/compsci708s1c/

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Overview

User requirements, which
May not be clear at the start

Schedule constraints
Budget constraints
People constraints
(e.g. experience,
technical knowledge,
personality)
Resource constraints
Knowledge from previous
similar projects

Project → System

Documentation standards (e.g. requirements
document, design document)
Quality standards (e.g. usability, reliability)
Process standards (e.g. what process
model to use)

2

What, Who, How, When?

What are you developing ?

Who are you developing the system for?

Who is doing what?

How are you going to develop it?

When is it going to be finished?

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What, Who, How, When?

What are you developing ?
   Understand the problem as early as possible
   Get the user to commit even if it is a preliminary set of
   requirements

Who are you developing the system for?
   Know your stakeholders (clients, users)

Who is doing what?
   At the start specify what are the tasks that need to be
   done and who is responsible for doing what. This brings
   commitment but also accountability.
   It is important to have a project manager that is
   responsible for overseeing the project and to provide
   suggestions for any problems that occur along the way.

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1

What, Who, How, When?

How are you going to develop it?

    Every project must have an associated process model identifying phases, activities, tasks and deliverables

    Prepare a work breakdown structure (hierarchy detailing tasks and activities within each task). This can also be associated with a Gantt chart.

    Analyse the project's critical path so you know what is the sequence of activities where if one is delayed, the entire project is also delayed.

    Use baselines as often as possible to check against actuals.

    Apply existing standards whenever available

    Continuous feedback, continuous improvement

When is it going to be finished?

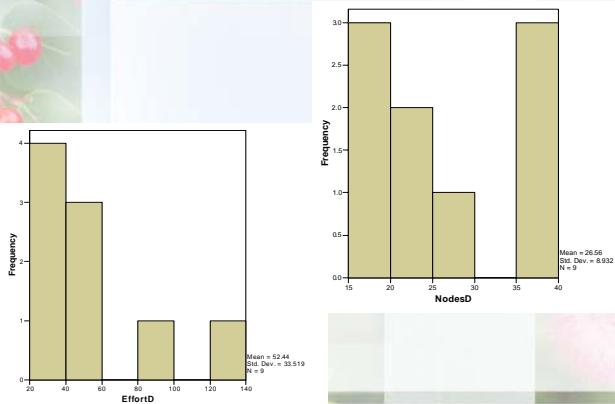   Estimates for tasks, activities, phases.. The better the estimates, the closer you are to a successful project
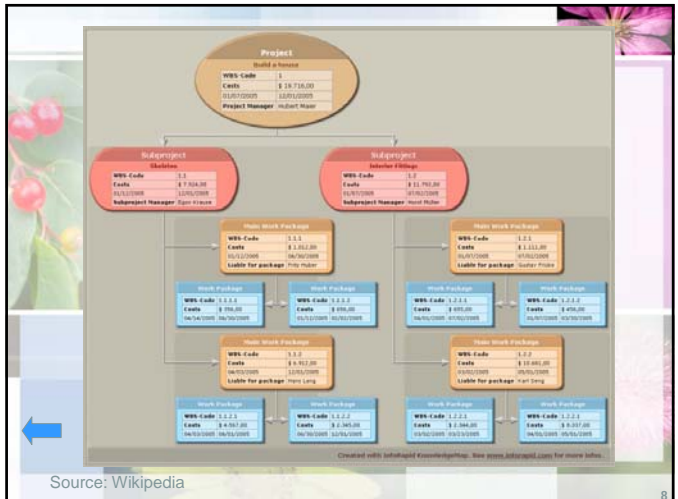
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Past helping the Future

Statistics

		NodesD	ImagesD	AnimationsD	SoundD	VideoD	EffortD
N	Valid	9	9	9	9	9	9
	Missing	0	0	0	0	0	0
Mean		26.56	53.00	2.89	7.78	3.44	52.44
Median		24.00	36.00	3.00	4.00	3.00	40.00
Std. Deviation		8.932	48.824	2.028	9.680	3.644	33.519
Minimum		17	9	1	1	0	25
Maximum		40	146	7	27	9	130

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Past helping the Future

Mean = 52.44
Std. Dev. = 33.519
N = 9

Mean = 26.56
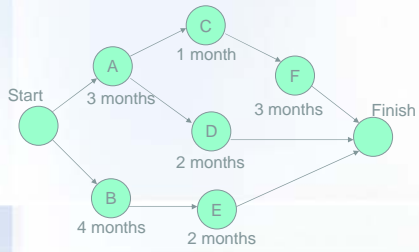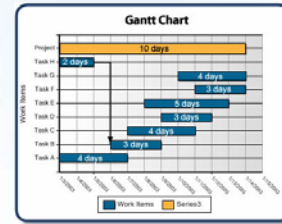Std. Dev. = 8.932
N = 9

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Past helping the Future

Source: Wikipedia

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Critical Path Analysis

Gantt Chart