Justin Trudeau Wins 2015 Canada Election: Creating a Blue Ocean in Politics

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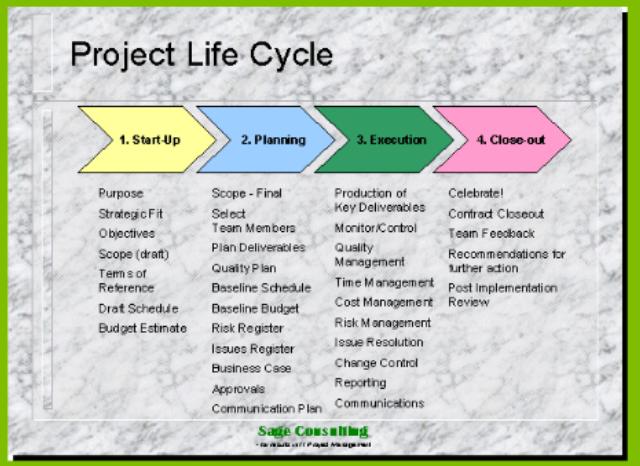

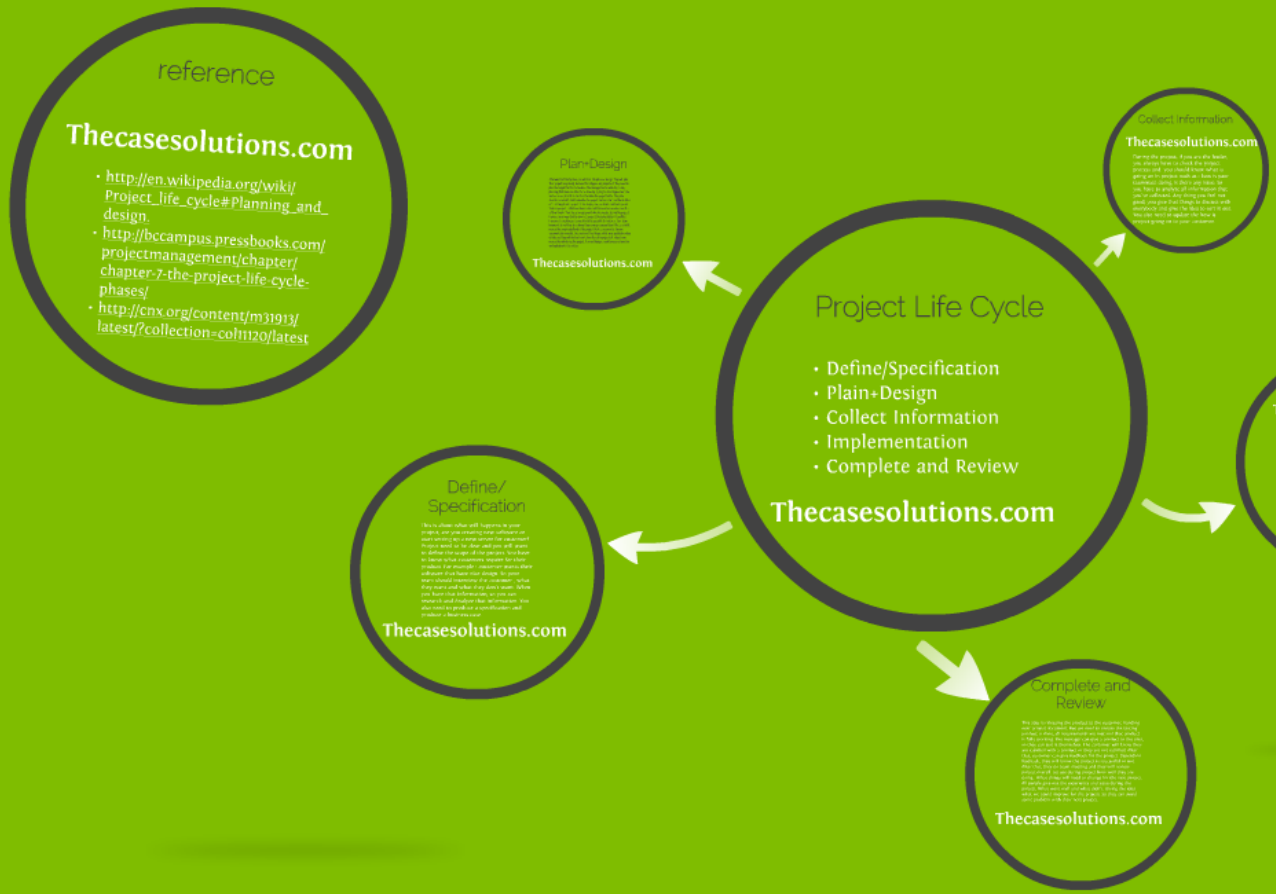

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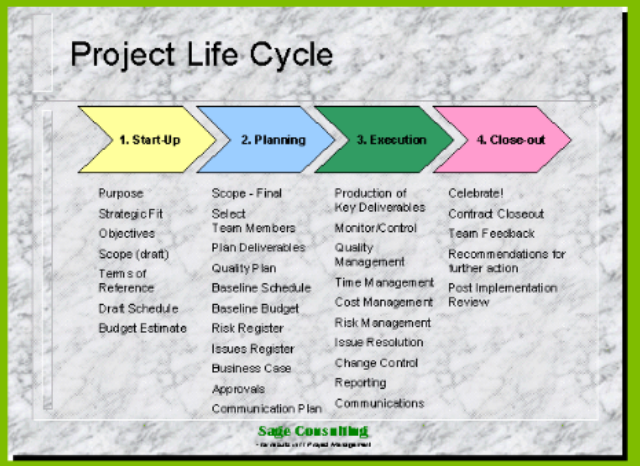

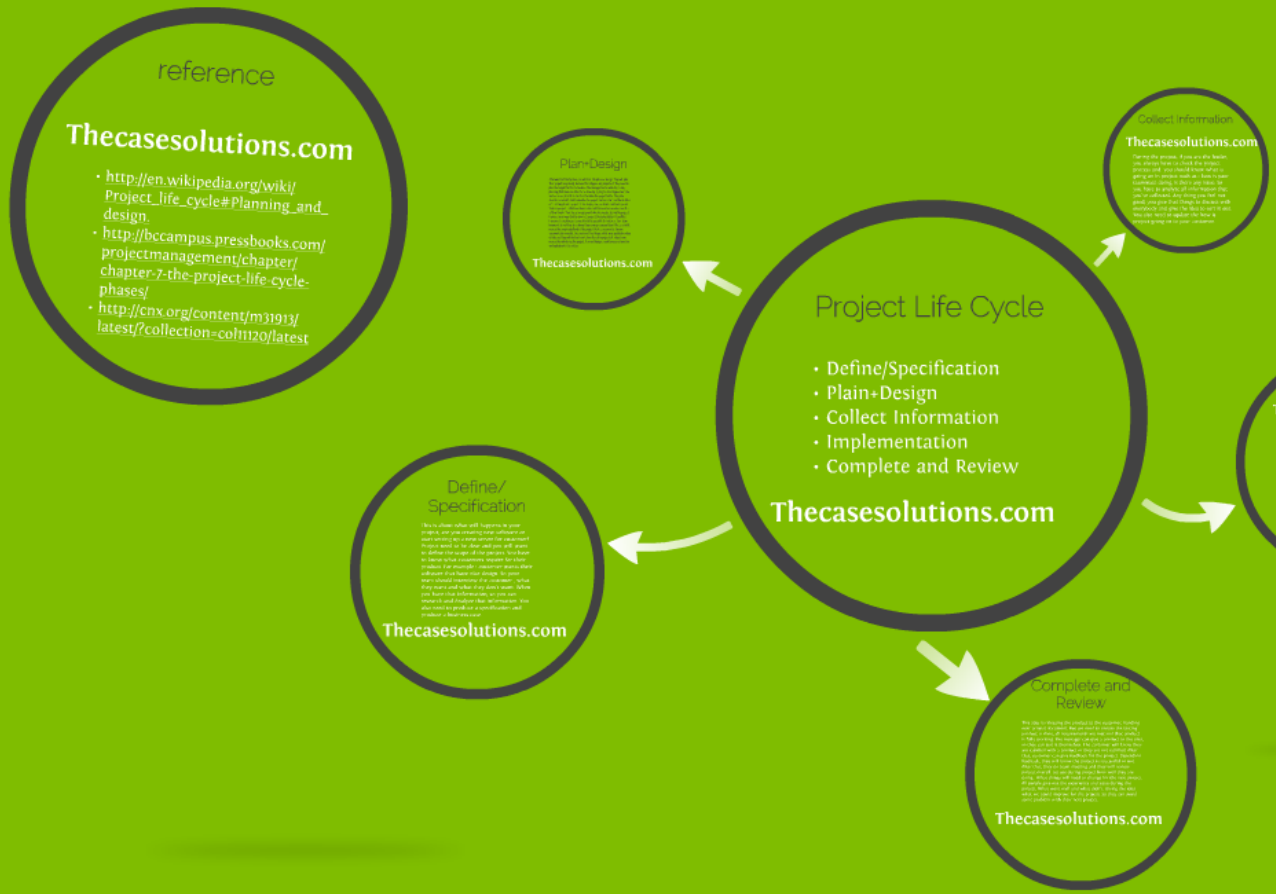

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Project Life Cycle
• Define/Specification
• Plain+Design
• Collect Information
• Implementation
• Complete and Review
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Define/ Specification

This is about what will happens in your project, are you creating new software or start setting up a new server for customer? Project need to be clear and you will want to define the scope of the project. You have to know what customers require for their product. For example : customer wants their software that have nice design. So your team should interview the customer , what they want and what they don't want. When you have that information, so you can research and Analyze that information. You also need to produce a specification and produce a business case.

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Plan+Design

After we finish first phrase, we will turn it to plan and design. They will plan their project very clearly. Because this stage is very important. They need to plan the target that has to be done. The manager has to write day to day planning that mean work has to be done day by day, he should give clear time and resources, it will help his team to make the project better. They also should use a Gantt chart to monitor the project such as: start and finish dates of small target and a project, it also helps plan, coordinate and track specific task in a project. All information is clear and this mention member does the different work. They also plan equipment which is needed during the project. Money is very important to running a project, they should plan it carefully. Moreover, their plain put as much detail as possible for instance: their team knows what work has to be done, they develop a second plan if first plain fail, reduce the complicated level of the project. Risk assessment is the one documentation needed, this one identifies the quantitative or qualitative value of risk, and they will find out how to handle risk in projects. It helps them reduce the risk during the project. Plan and design should always reformative and update until it is better.

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Collect Information

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During the project, if you are the leader, you always have to check the project process and you should know what is going on in project such as : how is your teammate doing, is there any issue. So you have to analyze all information that you've collected. Any thing you feel not good, you give that things to discuss with everybody and give the idea to sort it out. You also need to update the how is project going on to your customer.

Implementation

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When we have all details we need. We will perform the work of project that we have already planned it. Everybody will have to work on the project. Everyone else should have a user guide for specific task, because the task is not easy, they can't do it straight way. User guide will helps them perform their task better. For example : when they stuck on a project, they can use user guide to sort it out. But very important things are controlled and communicate during the project. Don't let it go wrong or out of control. People that are working on the tasks, they should report the information to the team meeting. Testing in a project is a good way when they do something, it saves their time, because as soon as they are done, they test it immediately, they can fix it afterward.

Complete and Review

This step is releasing the product to the customer, handing over project document. But we need to ensure the testing product is done, all requirements are met and that product is fully working. The manager can give a product to the user, so they can test it themselves. The customer will know they are satisfied with a product or they are not satisfied. After that, customer can give feedback for the project. Depend on feedback, they will know the project is successful or not. After that, they do team meeting and they will review project overall. Let see during project how well they are doing . What things will need to change for the next project. All people give out the experience and issue during the project. What went well and what didn't. Giving the idea what we could improve for the project. So they can avoid some problem with their next project.

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reference

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