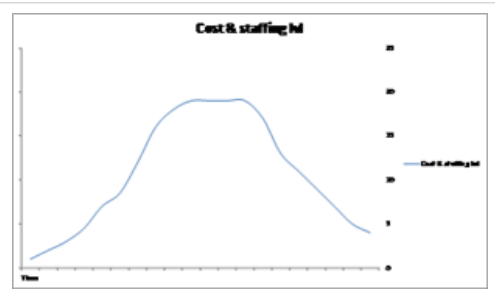


Project Life Cycle Overview

Life Cycle Structure

- Starting a project
- Organizing & preparing
- Carrying out project work [Execution]
- Closing a project



- Cost & staffing:** Low at start, peak when work carried out and drop rapidly to the end
- Stakeholder influence, risk & uncertainty** are greatest at start & decrease over life of project
- Ability to influence:** Highest at start & decreases toward project end

Project Phases

Characteristics

- When sequential the phase ends with transfer/handoff. Possibility to assess the effort.
- Work has a distinct focus that differs from other phases [e.g. Different skill set]
- Primary deliverable of phase needs extra degree of ctrl.

Referred to as: Phase Exits / Phase Gates / Decision Gates / Stage Gates / Kill Points

Types

Sequential relationship

Phase can only start if previous is completed

Overlapping relationship

Phase starts prior to completion of previous one

Fast tracking

Iterative relationship

One phase planned. Planning of following stage is conducted during current phase.

For undefined, uncertain or rapidly changing environments

Multi-phase projects more than one relationship can occur

Project vs operational work

- Shared Characteristics**
 - Performed by individuals
 - Limited by constraints
 - Planned, executed, monitored & ctrl'd
 - Performed to achieve orga objectives & strategic plans
- Interactions**
 - Work together achieve goals
 - Supplies resources [can vary]
 - deliverable contributes to OP

Product Life Cycle

- non-overlapping product phases
- Project Life Cycles occur in 1 or more phases of a Product Life Cycle
- Since 1 Product may have many projects associated to it => Manage all projects collectively