

# **Fucking up projects** **a manual**

Fucking up projects - a manual, Rico Neitzel, Fabian Blechschmidt

**sli.do**

**MM16SE - Tech Stage**

# Acquire

## the project

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**Screwing up** projects implies a project,  
so we don't suck here.

# **Before** **the project**

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# Great Expectations

# **Bad mood in meetings**

# **No** decisions



**Alterantive**

**a LOT of decisions**

**a LOT of decisions**

**Environment**

**Deadlines are deadlines**

# During the project

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**No communication**  
**ever**

**If not avoidable**

**mix channels**

# No Documentation of anything

**Do your job**

**but only this**



**Deadlines are deadlines**

# Measure the project

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# Completing

## the project

– the dead zone phase –

**Ignore the client**

**Change the team**  
**often**

**We need culprits**  
**not solutions**

# Questions?

— Bonus —

**Tech related**



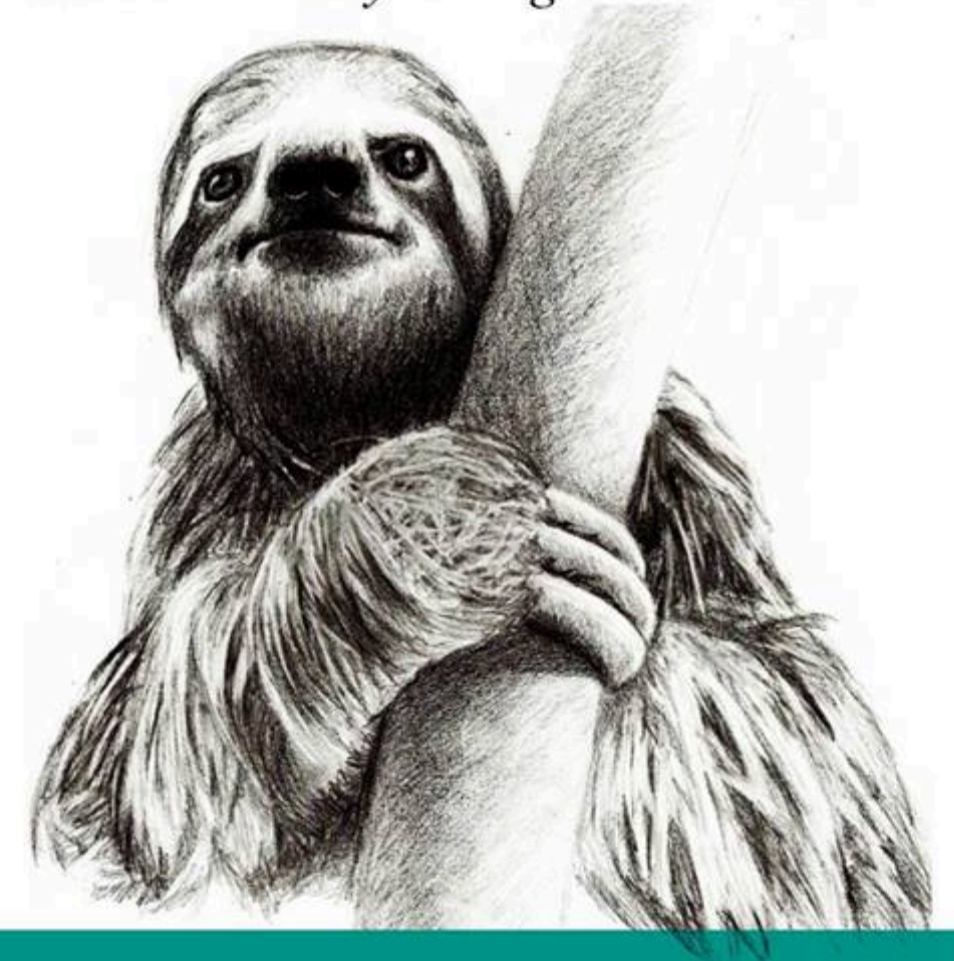
**only** **FTP** + **no** **VCS**

**Do it**  
**your way**

# Maintain **bad** code quality

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Blechsmidt

*Cutting corners to meet arbitrary management deadlines*



*Essential*

Copying and Pasting  
from Stack Overflow

O'REILLY®

*The Practical Developer*  
*@ThePracticalDev*

**Change tools **early****  
**Change tools **often****

# Project methods

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**Agile are just guidelines**  
**no rules**

# Use the latest hot shit

**One machine**  
**fits all**



# Misc

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**git blame-someone-else**

# git blame-someone-else

→ core-decorators.js git:(master) |

# Sources

- Experiences (Rico Neitzel, Fabian Blechschmidt)
  - Sonja Riesterer
  - Fabians lovely girlfriend Pia
- <http://peopleprocessandprofit.com/2010/03/14/ten-ways-to-screw-up-a-project-2/>
- <http://www.cio.com/article/2384088/project-management/15-ways-to-screw-up-an-it-project.html>