

# 10 WAYS TO COST DRUPAL PROJECTS

BUSINESS & STRATEGY TRACK | MARK MATUSCHKA | 7 FEBRUARY 2013



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# Websites & Apps for Mobile, Desktop & Beyona

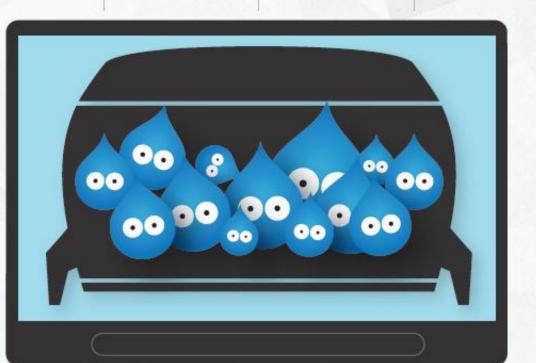


### Keeping DrupalCon awake and "responsive"



Drupal solutions for Mobile, Desktop & Beyond

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FOLD IN

Music
Tennis
Photography

# **10 Ways to Cost Drupal Projects**

### To be covered

- 1. Entire project from conception paid Discovery Phase
- 2. Entire project from conception unpaid Discovery Phase
- 3. Development from designs and/or wireframes and/or prototype and/or build commenced
- 4. Tenders
- 5. Ballpark estimates



# **10 Ways to Cost Drupal Projects**

# To be covered (continued)

- 6. High level function point counting
- 7. Low budget but high expectations
- 8. Existing Drupal system
- 9. You don't want the job or the client and you can't tell them directly
- 10. Decline to be involved



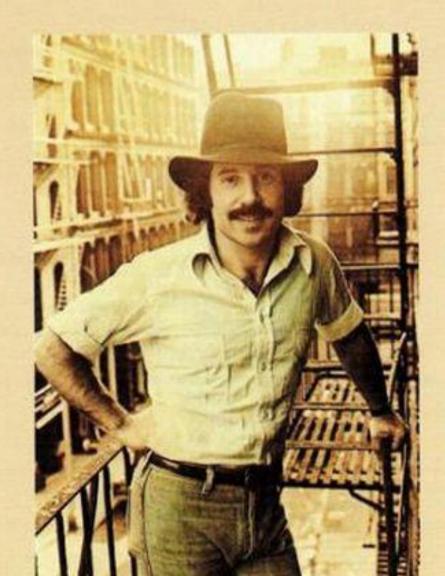
# **10 Ways to Cost Drupal Projects**

### What's not covered

• Lots



Paul Simon. Still crazy after all these years,







# On with the 10 ways...





#1 "Make a new plan, Stan"

**Entire project from conception** using a methodology with a paid Discovery Phase



Photo Credit: Lynn (Gracie's mom) via Compfight cc

Photo Credit: <u>birlewphotography</u> via <u>Compfight cc</u>

# Few projects are truly from conception

# Should start with goals but ... preconceived notions:

- What the project is about
- Design ideas
- Functionality needed

Sometimes clients need to "unlearn" things they think they know



# #1 "Make a new plan, Stan" Entire project from conception using a methodology with a paid Discovery Phase



### meth·od·ol·o·gy / meTHəˈdäləjē/

"A guideline system for solving a problem, with specific components such as phases, tasks, methods, techniques and tools."

(Irny, S.I. and Rose, A.A. (2005) "Designing a Strategic Information Systems Planning Methodology for Malaysian Institutes of Higher Learning (isp- ipta), Issues in Information System, Volume VI, No. 1, 2005)



# **Methodologies for Drupal development**

### **Typical steps**

- Discovery
- Content strategy
- Design
- Construction
- Launch
- Post-launch

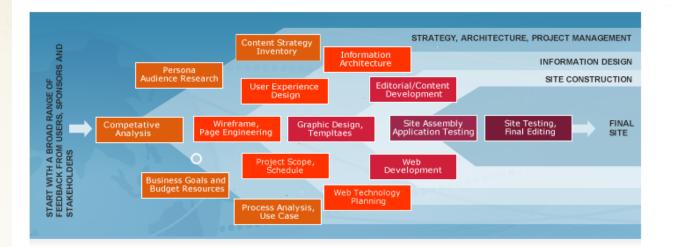


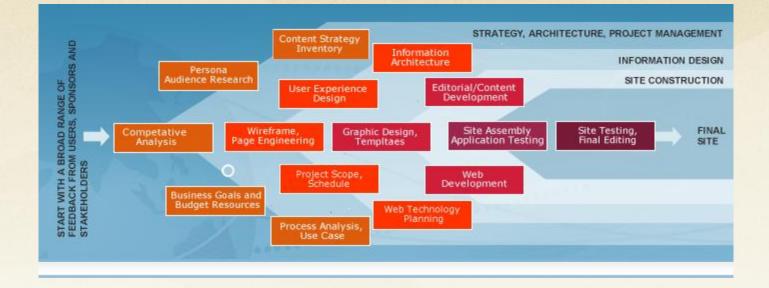
### **Examples from the Internet**



# powerful online experiences

Our Drupal design team is famous for building stunning websites and online applications









#### **Our Process**

Our development team uses a tried and true methodology when building websites. This includes:

- Discovery
  - Site Mapping
  - · Wire Framing
  - Content Documents
  - · Functional Specifications Document
- Scheduling & Build Plan
- Design
- Development
- QA Testing
- Deployment
- · Website Maintenance



#### NICK'S SITE Experiences and ramblings

#### trang + films + then you will a been

Flog CV

#### Building a Website with Drupal: A Methodology

on an were unaver a sect trabality drop / Add new comment

Now do I hald if with Count? For revealed the questions a free times, user the part free weeks as my freeds and colleapore have been percented in gree Count? a site. But there a cell use question that minute. Since you get part that minut stop of perting your feet wert, you want more , and how this you get of there a space.

#### Step 1: Ask yourself "What am I really trying to achieve?"

Dari's first spectral flay where you know. Write down where your raily want your site to do and have. Make a list, but lenge it general - dari's write down any spectrice. Dopal is extremely powerful and finable, but arbits you can enter HPR, it's any to forget that you're get to get to the next and set while a longet washing in more to get the moot nut of it.

#### Step 2: Find out the "Drupal" way of solving your problems

This is probably the toughest task you'll have in your endeavor, in this step, you'll take the list of warts from tarp 1 and find a module or centenation of modules to make your lobas work in Dingal. There are a couple of warts you can ge about this. One may needs to you, but it ill using the confidence to get your to take taken are it.

- 1. Yead over to display the series frigg and start your search. Modules are amonged by category. If you create an account and login, you can filter by the sension you are using.
- 2 pet search couple for a rough oles of what you easis, dropal ang is indexed very well and not only well in return module parts results, but from point and familitations, gapts that might have exactly what you seed.
  4. Checks and the found officerum. Then might be a lath that had another does what and you can benefit how there
- 1. Next in the facure. There are services for this territories and Committee to Dealed where you can ack your questions, per
- contactors. Bo orce, though.

Some modules that can really solve a whole blanket of problems eavily are

- 1. III The Commet Construction All allows you create and customere fields using a web browser. Custom content types can be created in core, and CCK allows you to add currow fields to any content type.
- Entry The vision module provides a floatine method for Dispat site designers to control how tests of commutioned are presented. Traditionally, Dispat has hard-coded recet of this, particularly in how taxonomy and tracker tests are formated.
- Consent functions This module was written to solve a need with the Consent Construction 68 (COG), where it had a indency toward suggesting content is a net-very pretty way. And as such, it downads techy with CCK, adding a "semplate" fail to CCX content -lyse editing pages and pre-populating the templates with CCX's default layout. This makes it saw to manage fails, surput different fields for teacer and body, remove the field title faulters, etc.

#### Step 3: Have fun and play around

Install price modules, give it all a thirt, and be patient. Drapid has a learning cores, but it's well worth it if you play amound with it and try not to note. It is hough to approach it with that frame of must if you've got a site you' yout must hash' and with 'have the more nor the patients its of shows and play amound with it. Then it is available of research out if there is the interfaces. Two point and the second seco have to look for it.

There is a list that can be achieved with what is out there now. It's all about finding the right modules and implementing them connectly. You can build same prets immenting sites without even tooching a single line of thet.

#### Step 4: Write a module

If you port car's find the solution to a particular problem its, more likely, the exact implementation of a solution, you'll need a module. Nodules in dropal an rough to start off. The Arr by dragat is prety big. There may already be a book that more small

At any take, there are some positions that can **only** be token on the smooth. Allow, there are some problems that can only be token by **particles drappi** cane. I don't incomment the laws, because it can creat problems down the toal with approduce, it preserves, you may wain to replice a toals-off or look at another any to solve the problems of it involves making a change to the adjust one.

Disput core, by the way, is anything that comes with a default installation of a downisaded disput source tarbail. <u>These an</u> statistic with contail charge area's include. Keep this in mod. Writing about module development taction could take up another post, so we'll just leave Stop 4 where it is

I hope you found this post useful.



MORE F SITE

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### **Plenty of room for different** methodologies From "Nick's Site":

"Step 1: Ask yourself "What am I really trying to achieve?"

Step 2: Find out the "Drupal" way of solving your problems Step 3: Have fun and play around

Step 4: Write a module"



# #1 "Make a new plan, Stan"

Entire project from conception using a methodology with a paid Discovery Phase

- Uncovers enough information to plan and cost the project properly
- Actual steps depend on methodology
- Other names: Study, Project Evaluation, Scoping



# **Discovery Phase might include:**

- Project brief
- Business goals
- Competitive analysis
- User research
- Existing site review
- Process analysis



# **#1 "Make a new plan, Stan"** Entire project from conception using a methodology with a paid Discovery Phase

### **Costing in two phases:**

- 1. Discovery phase only
- 2. Rest of project



# Will the client pay for a Discovery Phase?

- If they are serious about the project
- Do you want them if they don't?

### Resource: <u>Stop Writing Project Proposals</u> (start writing evaluations) Jonathon Wold, Smashing Magazine

Photo Credit: <u>~Brenda-Starr~</u> via Compfight cc



### **Stop Writing Project Proposals**

147 Comments

By Jonathan Wold

Posts by Jonathan Wold February 17th, 2012

After several grueling days I had finally finished the proposal. I sent it off and waited for a response. Nothing. After a few weeks, I discovered that they were "just looking". Despite the urgency and aggressive timeline for the RFP (Request For Proposal) plus the fact that we had done business with this organization before, the project was a no-go. My days of effort were wasted. Not entirely, though, because the pain of that loss was enough to drive me to decide that it wouldn't happen again.



# **Options for costing the Discovery Phase**

- Standard cost
- Variable cost based on "feel" for project size
- Percentage of estimated project size (based on "feel")
- Detailed costing

**Tip** "Feel" is important.

Photo Credit: levyfulop via Compfight cc



# **Example of costing the Discovery Phase**

Example of costing the discovery phase

http://bit.ly/Tzq3x3
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Example of costing	the discovery pr	1430				
Rate card	Rate per hour					
UX designer	\$ 90.00					
Web designer	\$ 80.00					
Content specialist	\$ 85.00					
Programmer	\$ 80.00					
Themer	\$ 80.00					
Sysadmin	\$ 90.00					
Technical writer	\$ 75.00					
Project manager	\$ 100.00					
Contingency	10%					
Project management	1070					
overhead	20%					
overneau	2070					
			Mandatory	Cost of mandatory	Optional	Cost of optional
Item description	Role	Rate	hours	elements	hours	elements
Discourse						
Discovery Desired brief	Desired mensors	\$100	2	\$200		<b>CO</b>
Project brief	Project manager	\$100	1	\$200		\$0 \$0
Busines goals Competitive analysis	Project manager	\$100	4	\$100		50 \$0
User research	Project manager	\$100	4	\$400		\$0 \$0
Advanced user research	UX designer UX designer	\$90	4	3360 \$0	8	\$0 \$720
Existing site review	UX designer	\$90	1	\$0	0	\$720
Process analysis	UX designer	\$90	4	\$360		\$0
Process analysis	OA designer	\$9U	4	\$300		ΦU
Subtotals			16	\$1510	8	\$720
0						
Contingency				\$151		\$72
Project management				\$302		\$144
TOTALS				\$1963		\$936



### **Once Discovery phase is complete:**

- Quoting rest of project is "easy"
- Client trust established
- Inside running on competition



# **How about Agile?**

What if your methodology is Agile-based? Harder – bill for time & materials? Session "Applied Agile for Drupal Projects" by Vesa Palmu: http://sydney2013.drupal.org/applied-agile-drupal-projects



# **#1 "Make a new plan, Stan"** Entire project from conception using a methodology with a paid Discovery Phase

### **Costing in two phases:**

- 1. Discovery phase only
- 2. Rest of project





#1 "Make a new plan, Stan"

**Entire project from conception** using a methodology with a paid Discovery Phase

Verdict: A good option





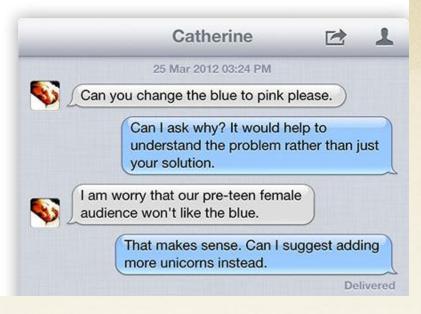
#2 "Make a new plan, Stan" Entire project from conception using a methodology with NO paid Discovery Phase

ie. upfront quote required



# **NO paid Discovery Phase**

- Much less information and/or *errant* information
- No guarantee of getting paid
- Have to make assumptions
- Guesstimates lead to increased contingency/cost
- Problems for client comparing apples with apples





### **Deciding whether to participate**

- Risk that you'll spent significant time and not get paid
- Self-fulfilling prophesy
- Some projects worth it
- Weigh everything up, follow gut feel, not heart



Rate card	Rate per hour					
UX designer	\$ 90.00					
Web designer	\$ 80.00					
Content specialist	\$ 85.00					
Programmer	\$ 80.00					
Themer	\$ 80.00					
Sysadmin	\$ 90.00					
Technical writer	\$ 75.00					
Project manager	\$ 100.00					
Contingency	10%					
Project management	1070					
overhead	20%					
				Cost of		Cost of
			Mandatory	mandatory	Optional	optional
Item description	Role	Rate	hours	elements	hours	elements
nem description		nute	nours	cicilients	nours	cientento
Discovery						
Project brief	Project manager	\$100	2	\$200		\$0
Busines goals	Project manager	\$100	1	\$100		\$0
Competitive analysis	Project manager	\$100	4	\$400		\$0
User research	UX designer	\$90	4	\$360		\$0
Advanced user research	UX designer	\$90		\$0	8	\$720
Existing site review	UX designer	\$90	1	\$90		\$0
Process analysis	UX designer	\$90	4	\$360		\$0
Content strategy						
Content inventory	Content specialist	\$85	2	\$170		\$0
Information architecture	Content specialist	\$85	4	\$340		\$0
Wireframe diagrams	Content specialist	\$85	16	\$1360		\$0
Implementation strategy	Content specialist	\$85	4	\$340		\$0
Design						
Photoshop layouts	Web designer	\$80	12	\$960		\$0
Prototype	Web designer	\$80	24			\$0
User testing	Project manager	\$100	24	\$1020	8	\$800
Style guide	Web designer	\$80		\$0	6	\$480



http://bit.ly/Tzq3x3



#2 "Make a new plan, Stan" Entire project from conception using a methodology with NO paid Discovery Phase

Verdict: Try to get paid for a Discovery Phase



# #3 "Hop on the bus, Gus"



# **Development from designs and/or** wireframes and/or prototype and/or build commenced

- Much of the planning is done
- Watch for:
  - Design: missing page designs, vector design files, CMYK colour, fixed dimensions / responsive design
  - Wireframes: Missing pages, interactive wireframes (eg. Axure)
  - Prototypes: Bad coding, heavy images, non-responsive layout
  - Mess



# Development from designs and/or wireframes and/or prototype and/or build commenced

What to do:

- Decide whether you want to participate
- Detailed costing
- Lock down scope, responsibilities and conditions in a contract



### What's in a contract?

- Standard stuff: Parties, scope, payment amounts & schedule, warranty, termination, confidentiality, privacy, disputes, etc.
- Webdev stuff: <u>Specification</u>, acceptance, IP, portfolio, non-hire, additional work.



**Tip 1:** It doesn't matter what's in a contract if the client doesn't understand it.

Tip 2: Commence warranty from acceptance testing.

Tip 3: Payment milestone on acceptance testing.



## **Model contracts & resources**

- http://tri.be/update-the-shane-peter-inc-contract/
- <u>http://www.zenfulcreations.com/resources/worksheets/d</u>
   <u>esign\_contract.htm</u>
- http://24ways.org/2008/contract-killer/
- <u>http://speckyboy.com/2010/08/12/5-free-to-use-</u> freelance-design-contract-templates/

Disclaimer: Glo Digital provides no warranties or legal advice of any kind regarding the model contracts or contract elements listed in this presentation. We recommend that you receive personalised legal advice regarding contracts.



# #3 "Hop on the bus, Gus" () Development from designs and/or wireframes and/or prototype and/or build commenced

Verdict: OK but make sure project is on a good footing



# #4 "You don't need to be coy, Roy, just listen to me"

## **Tenders**

• Can be prescriptive...



# The worst kind of prescriptive: The dreaded standardised CMS requirements list

		35. Ability to reuse content items across multiple locations across multiple sites				
	15. Workflow process supports approver comments when approving content items	36. Ability to preview content items in-context, with fully functioning hyperlinking, via a browser, to see how the content item will appear in the website without				
M = mandatory D = desirable	16. Schedule release/archive content via date / time selection	impacting the live environment				
	Presentation, templates and style	37. Support distributed content creation and approval by a range of CMC officers				
	<ol> <li>Authorised technical users are able to create and manage temp or have access to change templates and CSS. Minimal scripting should be required</li> </ol>	38. Ability to resize and optimise images within the CMS	M D			
General	18. Publish content using a selection of established templates and	39. Supports syndication of content in a standard format (e.g. XML)	м			
1. The CMS solution is:	19. Styles control the presentation of a range of content types inclu- paragraph, headings, lines, tables, links, navigation, images, an	40. Supports aggregation of external content	M			
<ul> <li>either open source software or based on open source software; or pro software with multiple implementation partners</li> </ul>		41. Ability to create taxonomies/classifications	м			
a widely used and proven solution	20. Users are able to apply preset styles via a WYSIWYG editor 21. Templates and styles can be updated/changed independent of	42. Ability to assign content/documents to multiple taxonomy/classification	$\vdash$			
<ol> <li>Supports development of multiple websites with different audiences</li> </ol>	21. Templates and styles can be updated/changed independent of Content creation and management	categories	M			
	22. Authorised technical users are able to create and manage data	43. Ability to use taxonomy/classification as navigation/subject based browsing				
<ol><li>Ability to install and host the solution internally on hosted environment</li></ol>	design templates via WYSIWYG editor		M			
<ol> <li>Browser-based authoring to support Internet Explorer version 8+ on C</li> </ol>	<ol> <li>Authorised non-technical users are able to create and manage WYSIWYG editor including tables, hyperlinks, insert images. No</li> </ol>	44. Ability to set up multiple online calendars				
System: Windows 7	programming should be required	45. Ability to set up multiple moderated discussion forums in a secure environment				
User administration	<ol> <li>Ability to automatically insert an external link identifier (standard links to other websites via WYSIWYG editor</li> </ol>	Web forms/polls				
5. Create/edit/remove accounts for users by authorised administrator/s	links to other websites via WYSIWYG editor 25. Ability to automatically insert a default icon or file type abbrevia	Web forms/polls 46. Authorised non-technical users are able to create customisable web forms//polls				
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<ol> <li>Create/edit/remove accounts for users by authorised administrator/s</li> <li>Assign usernames and passwords to users by authorised administrator/s</li> <li>Assign roles to users or groups of users by authorised administrator/s</li> <li>Workflow</li> <li>Authorised non-technical users are able to create and manage workfloprocesses. No scripting or programming should be required</li> <li>Establish and manage a variety of roles within a workflow process accellation content location</li> <li>design template</li> </ol>	Inks to other websites via WYSIWYG editor 25. Ability to automatically insert a default icon or file type abbrevial for non-HTML files via WYSIWYG editor 26. Ability to automatically insert/include standard blocks of content WYSIWYG editor e.g. requires Adobe Reader disclaimer, privac contact us links gits 27. Ability to edit HTML within the WYSIWYG editor 28. CMS supports and can prompt or enforce content creation that. WC3 Web Content Accessibility Guidelines (V2.0) e.g. at text, l tables gits 29. Ability to create, edit and spell check text using a WYSIWYG edi- 30. Ability to import and manage common file types such as word, e <u>powerspoint, pdf</u> , image, video and audio using a simple browser functionality 31. Support automated link checking and broken link notification 32. Ability to edit content items without affecting the published work	<ul> <li>46. Authorised non-technical users are able to create customisable web forms//polls (e.g. feedback and notification) with form validation via server and client-side. No scripting or programming should be required.</li> <li>47. Email recipient/s and/or format can be specified for individual forms submission</li> <li>48. Ability to collect/collate web form submissions in a downloadable format (e.g. xls)</li> <li>Navigation</li> <li>49. Authorised non-technical users are able to create and manage navigation</li> <li>50. Ability to automatically update navigation based on the addition or removal of content items</li> </ul>	M M M M			



Publishing and quality assurance requirer	nents					
54. Support three publishing environments: development, staging and production		м				
<ol> <li>Immediately publish/un-publish content its single or multiple site/s</li> </ol>	ems to one or many locations within a	м				
56. Schedule automatic publish/un-publish content items to one or many locations within a single or multiple site/s on a scheduled date and/or time		м	website <ul> <li>Html emails should be formatted within a template that includes;</li> </ul>			
57. Publish/un-publish content items in bulk	Reporting	<u>.</u>	<ul> <li>MND branding</li> </ul>			
58. Publish/un-publish content items based o	69. Authorised non-technical users are able to c graphical and numerical formats	reate c	<ul> <li>Single or multiple news and announcement items</li> <li>Links back to the MND website</li> <li>Links to subscribe, unsubscribe and manage the subscriber's profile</li> </ul>			
59. Set and manage publishing, review and $\epsilon$	70. Reports can be scheduled and emailed whe	n produ	to: • Subscriber's details must be stored securely.			
<ol> <li>Manually override automatically generate of content items based on role</li> </ol>	<ol> <li>Reports on website traffic equivalent (or bett with Google Analytics</li> </ol>	ter) to G	85. Subscribe to the site via RSS feeds	м		
<ol> <li>View a list of content items based on stat owner/author (via metadata)</li> </ol>	72. Reports on downloaded files and documents 73. Reports on broken links and orphaned page		RSS feed subscription service for website news and announcements     Feed page includes options to:     Display all feeds			
52. Provide contextual help 'aids' to assist us	74. Reports on status of review and expiry dates	sofcon	iter o Sort feeds by date and title			
	75. Reports on author/approver CMS activity		<ul> <li>Filter feeds by category</li> <li>Subscribe to the feed</li> </ul>			
<ol> <li>Provide notification of details of links that content item</li> <li>76. Reports on page usefulness information from this page' tool</li> </ol>		n data (	86. Publish and view an event calendar	M		
04. Page URLs to be in plain English and pre	77. Ability to export reports in common file formats such as: gd		Rd • Calendars should be linked			
automatic processes and manual overrid 65. Publish e-newsletter to subscribers Version control and archiving 78. Supports display of up to two years of historic older reports Performance and availability 79. System to support concurrent users		ical rep	Ports with 87. Online Donations			
			<ul> <li>Clear access to state association and research donation pages</li> </ul>			
56. Ability to record, view and archive a histo	80. Optimal load time of 1-5 seconds, maximum	n load t	of 1 88. 'Rate this page' tool	M		
previous versions of the changed conten 7. Ability to record and view a history of a co	<ol> <li>Ability to update website from other location. remote access) – consideration should be git</li> </ol>					
<ol> <li>Ability to record, view and archive a versi previous site version from a given date</li> </ol>	Website: features and functionality		Options to select: Very useful   Somewhat useful   Not very useful     Additional text field for 'Other feedback'			
	Features and capability/functionality that is requ not limited to):	ired for	<ul> <li>Submitted details are emailed to a CMC email account and they also remain in the CMS and accessed via reporting mechanism.</li> </ul>			
	82. Presentation		89. Site search (keyword search)	M		
	W3C Web Content Accessibility Guidelines V2.0		Keyword searching:			
	83. Performance and availability		<ul> <li>across html content, documents (pdf, word, excel, powerpoint documents) and metadata</li> </ul>			
Website to support a minimum of: • XX users per day • XX concurrent users 84. 'Subscribe' to the site via email subscription			<ul> <li>across audio and movie file metadata.</li> <li>Search results returned in within 5 seconds</li> </ul>			
		tion	Ability to create suggested results and synonym sets			
	<ul> <li>Email subscription service for website news</li> <li>Option to select from a list of topics of interestatements</li> <li>Option to receive emails in plain text or as h</li> </ul>	st e.g. (	<ul> <li>Advanced searching:         <ul> <li>within pdf, word, excel, powerpoint documents and across their metadata</li> </ul> </li> </ul>	M		



	92. Website to support a minimum of XX users per day and XX con- users	ourrent M	5
	<ol> <li>Offerors must provide recommendations on appropriate hosting and software requirements.</li> </ol>		
<ul> <li>Topic/category</li> <li>Subtopic/subcategory/taxonomy/c</li> </ul>		105. Be able to provide the above services including project management across	D
<ul> <li>Type of resource — audio and vide sheets, media releases, photogray data</li> </ul>	<ul> <li>Business hour accessibility 99% overall availability per month</li> <li>Non-business hour accessibility 99% overall availability per month</li> </ul>	all stages of the redevelopment to go-live and assign a suitably experience Project Manager and Project Team to this project that will - I liaise and work with the MND Project Manager and Project Team	
<ul> <li>Name of series (e.g. publication se</li> <li>Date range.&gt;</li> </ul>	96. 24/7 x 365 monitoring of server hardware, database, web and no services	<ul> <li>provide weekly reports to the MND Project Manager and Project Board</li> <li>develop a detailed project management plan outlining all stages of the implementation through to the go-live</li> </ul>	м
	97. Site must be backed up regularly	take a lead role in the guality management of this project and ensure all	
91. Content/document migration and p	and access to electronic product support manuals to enable adr	deliverables are met, all project documentation is produced and all procedures	
<ul> <li>Assist with transitioning content and d</li> </ul>	_	106. Provide an implementation plan	M
automated processes Set up menus and navigation compon	<ol> <li>Ongoing support and development services for website, intranet including software and technical support and maintenance</li> </ol>	107. Have a proven track record of successfully implementing and hosting the	
	100. Provide interface with facebook and twitter feeds	proposed CMS solution for websites of comparable organisations	м
	101. Website to support access using smart phones and tablets	108. Have experience implementing the identified website functionality on	м
	Security	websites that use the proposed CMS solution	
	102. System is secure from malicious attacks	109. Provide at least 2 references (as per Response Form 6.8) for comparable organisations for where the proposed CMS is implemented	м
	103. Data transmitted to and from the system is secure		
		<ol> <li>Be prepared to negotiate and perform services under a firm price arrangement</li> </ol>	м
The dreed		111. Be prepared, if required, to provide firm pricing for separate hosting vendors	M

#### The dreaded standardised CMS requirements list

- 1. No thinking involved on client's part
- 2. Not necessarily related to real requirements
- 3. Makes a Drupal site unnecessarily heavy
- 4. To pre-quality vendors



## **Tenders**

What's a tender?

- "A structured invitation to vendors for the supply of goods or services"
- Often very formal
- Usually well organised/intentioned, but can be off the mark



# Tenders

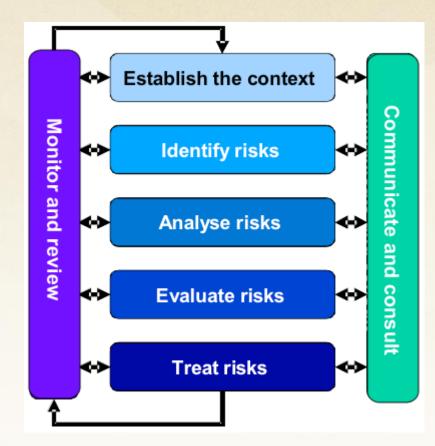
- Can be prescriptive
- Significant investment, only one winner
- Watch: Second round prototype
- Risk assessment AS/NZS ISO 31000:2009



## **Digression: Risk management in tendering**

- Risk: "Effect of uncertainty on objectives"
- Have a risk management framework
- Process:

**Glo** Digital



51

## **Digression: Risk management in tendering**

- Consequence scale, eg. Catastrophic / Major / Moderate / Minor / Insignificant
- Likelihood scale, eg. Almost certain / Likely / Possible / Unlikely / Rare
- Risk severity matrix

		Consequences					
		Insignificant	Minor	Moderate	Major	Catastrophic	
Likelihood		1	2	3	4	5	
Α	Almost certain	Medium	Medium	High	Extreme	Extreme	
В	Very Likely	Medium	Medium	High	High	Extreme	
С	Likely	Medium	Medium	Medium	High	High	
D	Possible	Low	Medium	Medium	High	High	
E	Unlikely	Low	Low	Medium	Medium	High	
F	Rare	Low	Low	Low	Medium	Medium	



# **Digression: Risk management in tendering**

#### Risk register

Event	Cause	Impact	Controls	Consequence	Likelihood	Risk level	Treatments	Responsible officer
Staff shortages in key skills areas	Unable to recruit software engineers with specific experience in required systems	Delay in systems development and integration. Poor quality systems development. High cost of paying for experienced staff.	Industry search for skilled staff. Training of existing staff in key skill areas. Targeted recruitment campaign.	Moderate	Likely	Medium	Looking for new subcontractors to fill these skill sets. Reassign current staff to this contract and retrain them quickly.	Eric O'Toole, software engineering manager
System may not meet policy objectives	Specifications misaligned with objectives	Poor media reaction. Minister unhappy. Company gets bad reputation.	None	Major	Unlikely	Medium	Involve policy setters in stakeholder engagement. Develop a PR strategy. Conduct regular project briefing sessions with Minister and key stakeholders.	Frank Majors, Project Manager
IP may prove difficult to obtain from legacy systems	Inability to deal with IP owners. IP owners unable to be located. IP licence too expensive.	Delays in systems development & integration. Poor (or absence of) integration with old systems. High costs of buying licences.	Due diligence of legacy systems and IP. Early discussion with IP owners.	Major	Possible	High	Conduct industry search of all relevant IP owners. Engage an IP adviser/lawyer for specialist support. Include some budget for purchasing licences.	Josh Morgan, Purchasing Officer

http://bit.ly/Tzq3x3



# **Tenders**

- Can be prescriptive
- Significant investment, only one winner
- Watch: Second round prototype
- Risk assessment AS/NZS ISO 31000:2009
- Often difficult for small companies BUT Drupal profile better now + partnership opportunities



### How to cost tenders

- Detailed list weighted to assessment criteria
- Include preparation time+
- Less price sensitive
- Overall value for money



## Where to find tenders

- groups.drupal.org/australia
- Government procurement websites eg.
   <u>www.tenders.gov.au</u>, <u>tenders.nsw.gov.au</u>. <u>List of state</u>
   <u>government sites</u>.
- Tender notification services, eg. <u>TenderSearch</u>, <u>TenderLink</u>,
- Newspaper?
- By invitation so be seen!
- After Discovery Phase



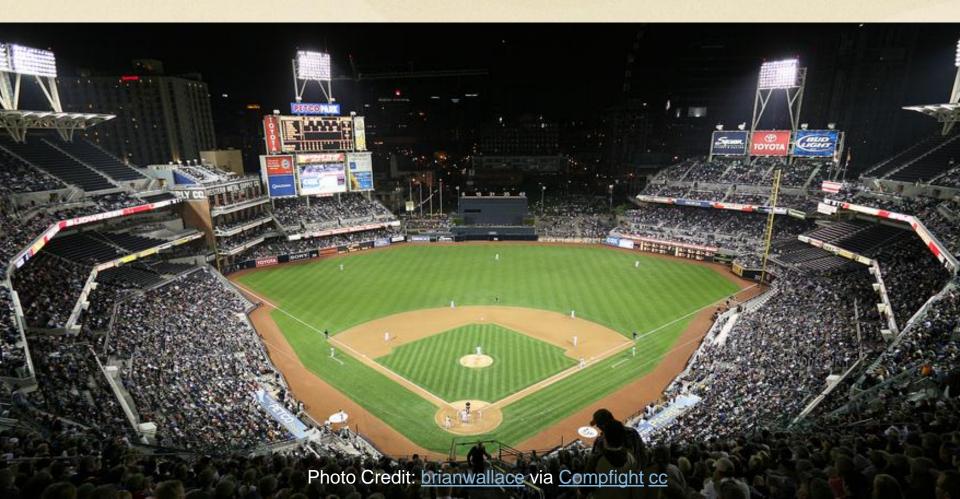
# #4 "You don't need to be coy,

## **Tenders**

Verdict: Can be very worthwhile but think carefully before committing to the substantial work







## The ballpark estimate

- Coming up with a number without putting in much effort
- <u>businessdictionary.com</u>: "An approximation, made with a degree of knowledge and confidence that the estimated figure falls within a reasonable range of values."



## When to use a ballpark estimate

#### For clients who:

- Are not serious
- Want an answer on the spot
- Have approached many firms
  - Selected 5+ organisations
  - Advertised on groups.drupal.org/australia, elance.com, guru.com?
  - Sent out mass email
  - Pasted stock text into enquiry form
- Have no specification
- Have no idea of what's involved
- Will not tell you budget or have not set budget
- Will not let you address stakeholders directly



### How to make a ballpark estimate

- Compare to a similar completed project
- Use "feel" and experience
- Add up rough costs for each component
- See also "#6 Just drop off the key, Lee"





The ballpark estimate

Verdict: An excellent tool in the right circumstances



# #6 "Just drop off the key, Lee"

# **High level function point counting**

My version:

- 1. Classify high level website functions with a scale of magnitude, eg. small, medium & large.
- 2. Assign each term a relative number, eg. small is 1 unit of work, medium is 4, large is 9.
- Relate a unit of work to a number of hours, eg. 1 unit = 3 hours.
- 4. Extrapolate Build Phase to other methodology phases



000

		+	
	Project management rate	\$100	
	Contingency	10%	
		Units of	
	Magnitude table	work	
	Small	1	
~2	Medium	4	
<u>x3</u>	Large	9	
			11.15
	Function	Magnitude	Units of work
	Home	Large	9
	News	Small	1
	Galleries	Medium	4
	Blogs	Small	1
	Competitions	Medium	4
	Business directory	Large	9
	Recipes	Medium	4
	Marketplace	Large	9
	Events calendar	Medium	4
	Search	Medium	4
	Total build units of work		49
	Total build hours		147
	Total project hours		368
	Project cost		\$29,400
	Project management cost		\$7,350
	Subtotal cost		\$36,750
	Contingency		\$3,675
	Total cost		\$40,425

High level function point counting

3 hours

40%

\$80

Unit of work

Build Phase rate

Development % of project

#### http://bit.ly/Tzq3x





# High level function point counting useful for:

• Quick ballpark quote on a large, complex project



#7 "Why don't we both just sleep on it tonight, and I believe in the morning you'll begin to see the light"

# Low budget but high expectations – be creative!

Think outside the box



### Ways to be creative

- Digress from normal methodology, eg. 1) Plan & wireframe, 2) Prototype using Drupal, 3) Design/theme
- Use third party product, eg. <u>Mailchimp</u> instead of <u>Simplenews</u> with enhancements, <u>Eventbrite</u> instead of DIY event/ticketing/e-commerce.
- Use the Drupal community
- Outsource to India/China???
- Other ways?



# #8 "The problem is all inside your head, she said to me, the answer is easy if you take it logically"

# **Existing Drupal system**

- Developed by someone else
- Client wants you to take over development and/or maintenance



# **Easy logical answer: Hourly rate** Why?

- Bad development: You can't see all the problems with a cursory examination.
- Maybe problem was not bad developer

Recommend:

- Start with small task, develop client confidence
- Bill block of hours in advance



# #9 "I wish there was something I could do"

# Quote high if you don't want the job or the client and you can't tell them directly

- Client difficult to work with
- You don't agree with a project's morals/ethics
- Using Drupal to do something it's not designed for
- Match with project/client doesn't "feel" right
- Client smells



# #10 "Slip out the back, Jack"

## **Decline to be involved**

- Same as quoting high except you can tell them why
- Insufficient budget
- Disagree with morals/ethics
- History of bad debts



# Summary

- Many methods to cost projects
- Choose method that suits the project/situation
- Know your business processes but be creative
- Don't underestimate the importance of gut feel
- There's nothing like experience



# THIS SIGN HAS SHARP EDGES OF THIS SIGN

GAUTION



ALSO, THE BRIDGE IS OUT AHEAD







# Questions



# **10 Ways to Cost Drupal Projects -Feedback**

#### Leave a comment

http://sydney2013.drupal.org/node/553

Contact me

mark@glodigital.com.au

