Managing a Project
The Drupal Way

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The best place to learn software development is in the Drupal community.

Disclaimer.
The worst place to learn how to build a site *with* Drupal is the issue queue.

(Another) Disclaimer
Avoiding project managers is iterative. It’s something we developers get better at every time.

@adamculp
Drupal PM Survival Guide

1. Foster collaborative, cross-functional teams who stay with you for the entire project.

2. Find your gremlins sooner by deploying features from start to finish.

3. Build reusable components, and all their variants, from content “out”.

4. Emulate the drupal.org issue queue.
1. Foster collaborative, cross-functional teams who stay with you for the entire project.

Managing Projects the Drupal Way
Teams are immutable. Every time someone leaves, or joins, you have a new team, not a changed team.

@richardadalton
Be aware of job titles.
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<tr>
<th>Client-Side</th>
<th>Web Projects</th>
<th>Supportive Roles</th>
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<tr>
<td>Product Owner</td>
<td>UX</td>
<td>Business Analyst</td>
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<tr>
<td>Content Manager</td>
<td>Designer</td>
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<td>Drupal-Specific</td>
<td>Content Strategist</td>
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<tr>
<td>Themer</td>
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<td></td>
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</table>
Foster strong teams.
Moods are infectious.

Project management truism.
Project management truism.

Acknowledgement kindles effort.
Language matters.
Minor choice makes a major difference.

Project management truism.
2. Find your gremlins sooner by deploying features from start to finish.

Managing Projects the Drupal Way
Infra-structure
Prototype
Component Design
Component Build
Custom Development
Content Migration
Theming
Deployment
How long?

• Developers know best. But multiply it by 2 (and by 2 again).

• On-boarding takes a week longer than you think it should.

• Sprints of 1-2 weeks are generally “about right”.

• Half way through your project; local environments will mysteriously break.

• The “last mile” takes three weeks longer than it should because of regressions and Features.
Adrenaline is finite.

Project management truism.
Closure is important.
3. Build re-usable components, and all their variants, from content “out”.

Managing Projects the Drupal Way
4. Emulate (some parts) of the drupal.org issue queue.

Managing Projects the Drupal Way
Card:
Define testable outcomes.
Demonstrate business value.
As a ___ I want to ___ so that I ___.

For example:

As a user, **I want to** filter the search results **so that** I can more easily find people with the verified role assignment.
Conversation:
Centralise, and be flexible.
Confirmation:
Test, test, and test again.
Project management truism.

Sort for yourself; format for others.
Moderate what you change; including your moderation.
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Resources

- A Developer’s Primer To Managing Developers

- Things I Learned From Managing my First Project
  https://drupalize.me/blog/201312/things-i-learned-managing-my-first-project

- Avoiding the Git of Despair
  https://events.drupal.org/losangeles2015/sessions/avoiding-git-despair

- Git for Teams
  http://www.gitforteams.com
Books

- User Story Mapping -- Jeff Patton
- Agile Product Management with Scrum -- Roman Pichler
- Essential Scrum -- Kenneth Rubin
- Scrum Shortcuts -- Ilan Goldstein
- Fifty Quick Ideas to Improve Your User Stories -- Gojko Adzic
- User Stories Applied -- Mike Cohn
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www.gitforteams.com