

Please select one answer in each category that most accurately describes your software development project practice. Enter your selection in the “Your Selection” field for each category. Your total score will be calculated for you on page 3.

1. Defining Requirements

We have assembled the right stakeholders, mapped and reviewed the business process, made process improvements and defined a minimum viable product.

| Strongly Agree | Agree | Somewhat Agree | Neither Agree nor Disagree | Somewhat Disagree | Disagree | Strongly Disagree | Enter Your Selection |
|----------------|-------|----------------|----------------------------|-------------------|----------|-------------------|----------------------|
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | |

2. Selecting People

We’ve selected team members based on their skills, not their availability. Our team has the right domain knowledge, emotional intelligence, and competency to succeed. We have a well-rounded representation of committed power users and stakeholders and they’re committed to the project’s success.

| Strongly Agree | Agree | Somewhat Agree | Neither Agree nor Disagree | Somewhat Disagree | Disagree | Strongly Disagree | Enter Your Selection |
|----------------|-------|----------------|----------------------------|-------------------|----------|-------------------|----------------------|
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | |

3. Designing the Solution

We’ve simplified the business process as much as practical. We have designed a true, minimum viable product for our first iteration and considered future requirements in our design, along with usability, portability and maintainability of the product.

| Strongly Agree | Agree | Somewhat Agree | Neither Agree nor Disagree | Somewhat Disagree | Disagree | Strongly Disagree | Enter Your Selection |
|----------------|-------|----------------|----------------------------|-------------------|----------|-------------------|----------------------|
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | |

4. Support by Executive Leaders

We have an executive sponsor who is respected and has the ability to inspire the team with a vision for the future, made better by the result of our project team's efforts.

S/he has the authority to remove obstacles that threaten the project's success and the skill and finesse to manage change, build strong relationships, and get committed participation and buy-in across the organization.

| Strongly Agree | Agree | Somewhat Agree | Neither Agree nor Disagree | Somewhat Disagree | Disagree | Strongly Disagree | Enter Your Selection |
|----------------|-------|----------------|----------------------------|-------------------|----------|-------------------|----------------------|
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | |

5. Estimating Cost and Time

Estimates are done as a collaboration between the users of the software and the developers, and only after an agile process for gathering requirements has been complete. Estimates are for the MVP only, with future enhancements in a "parking lot" or "backlog" for estimating in subsequent iterations.

| Strongly Agree | Agree | Somewhat Agree | Neither Agree nor Disagree | Somewhat Disagree | Disagree | Strongly Disagree | Enter Your Selection |
|----------------|-------|----------------|----------------------------|-------------------|----------|-------------------|----------------------|
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | |

6. Managing the Project

Our project manager is technically competent with good communication skills. Team roles and responsibilities are clear, and we communicate well internally as a team and to the rest of the organization. We're leveraging agile best practices.

| Strongly Agree | Agree | Somewhat Agree | Neither Agree nor Disagree | Somewhat Disagree | Disagree | Strongly Disagree | Enter Your Selection |
|----------------|-------|----------------|----------------------------|-------------------|----------|-------------------|----------------------|
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | |

7. Complexity of the Solution

We have simplified and taken the waste out of our business process. We avoid adding unnecessary complexity and we're keeping our design "...as simple as possible, but not simpler."

| Strongly Agree | Agree | Somewhat Agree | Neither Agree nor Disagree | Somewhat Disagree | Disagree | Strongly Disagree | Enter Your Selection |
|----------------|-------|----------------|----------------------------|-------------------|----------|-------------------|----------------------|
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | |

8. Selecting Technology and Tools

We employ standard practices and common technology for most of our software development work. We update our tech stack and skills if doing so doesn't put the project at risk. We're willing to go outside our team to get help when solutions require techniques and tools beyond our team's current skill level.

| Strongly Agree | Agree | Somewhat Agree | Neither Agree nor Disagree | Somewhat Disagree | Disagree | Strongly Disagree | Enter Your Selection |
|----------------|-------|----------------|----------------------------|-------------------|----------|-------------------|----------------------|
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | |

9. Writing Clean, Efficient Code

The handoff from design to coding is smooth and needed information is communicated to the developers. We consistently write clean and efficient code, with very few programming or stylistic errors. We give our developers ample time to do high quality work.

| Strongly Agree | Agree | Somewhat Agree | Neither Agree nor Disagree | Somewhat Disagree | Disagree | Strongly Disagree | Enter Your Selection |
|----------------|-------|----------------|----------------------------|-------------------|----------|-------------------|----------------------|
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | |

10. Testing and Validating the Software

We believe that fixing mistakes early usually costs less time and money than fixing them later. We have a test-driven development culture. We use automated testing as we write our code, so we maintain quality at the source. We have a user testing step before deploying to production. We aim for 90 percent or more of our code covered by sound testing.

| Strongly Agree | Agree | Somewhat Agree | Neither Agree nor Disagree | Somewhat Disagree | Disagree | Strongly Disagree | Enter Your Selection |
|----------------|-------|----------------|----------------------------|-------------------|----------|-------------------|----------------------|
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | |

11. Reviewing and Inspecting Code

Our developers do code reviews and inspections, after-action reviews and/or retrospectives along with testing to check for sound, clean code.

| Strongly Agree | Agree | Somewhat Agree | Neither Agree nor Disagree | Somewhat Disagree | Disagree | Strongly Disagree | Enter Your Selection |
|----------------|-------|----------------|----------------------------|-------------------|----------|-------------------|----------------------|
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | |

12. Maintaining the Software

We document our work as the code is written. We budget money, time, and people for scheduled maintenance to reduce technical debt and write enhancements to improve the user experience and performance of the software.

| Strongly Agree | Agree | Somewhat Agree | Neither Agree nor Disagree | Somewhat Disagree | Disagree | Strongly Disagree | Enter Your Selection |
|----------------|-------|----------------|----------------------------|-------------------|----------|-------------------|----------------------|
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | |

Scoring Your Self-Assessment:

| Score Ranges | Total of your Category Scores |
|--|-------------------------------|
| 101 – 120: Excellent. You're on the road to success! | |
| 80 – 100: Good, but you're entering the high-risk zone. | |
| 60 – 80: Call us. Call someone. Call asap. | |
| < 60: Stop now, before your project ends up on the dot compost pile. | |