



# Create Dependency Trees to Map Success



# To Make Accurate SoWs, Build Complete Project Maps

In this lesson, we will learn to map our projects using:

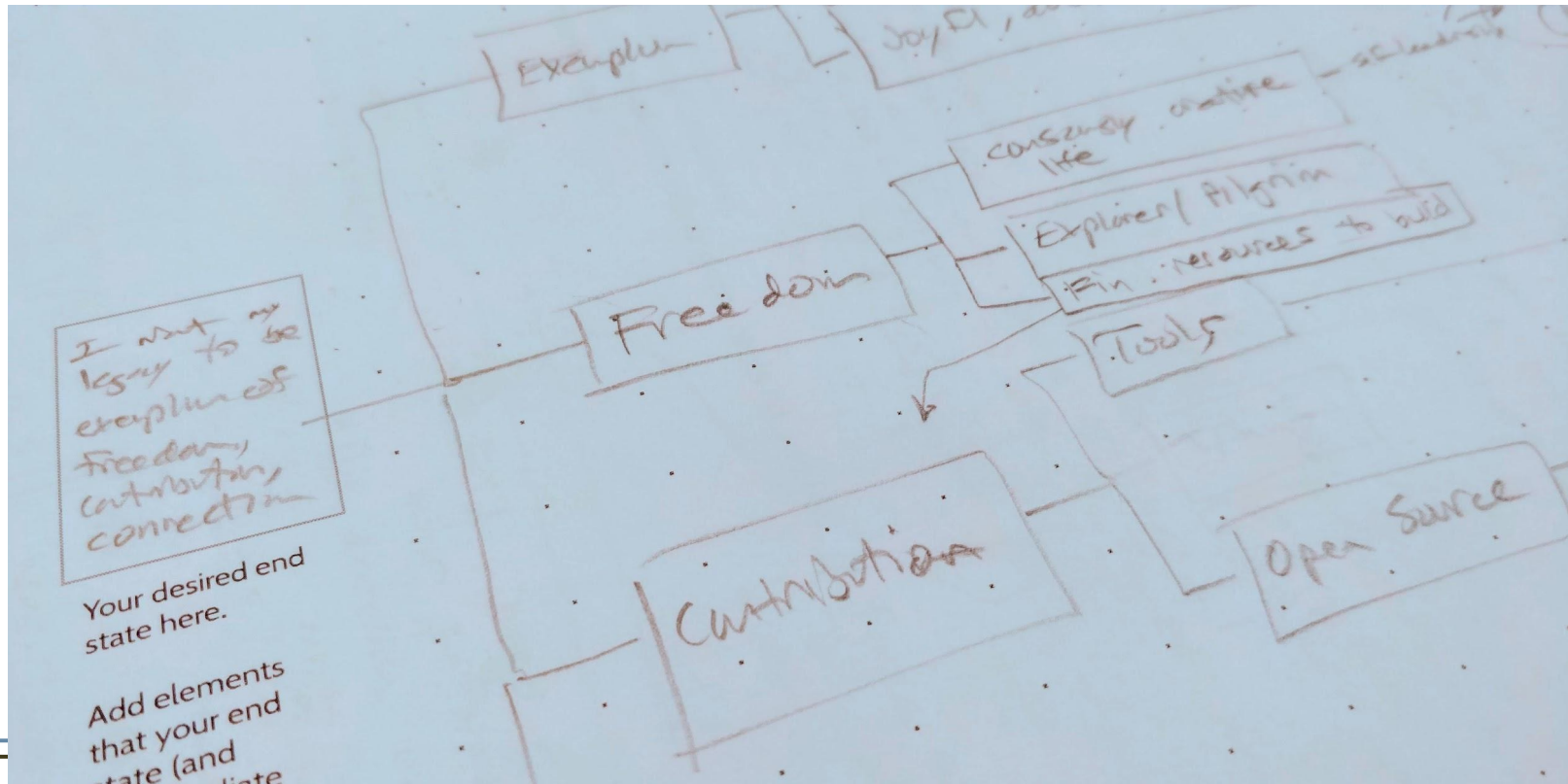
- [Dependency Trees](#) help us discover what needs to happen

Later lessons will help us turn the dependency tree into

- **Order of operations and critical path analyses** help us find a path
- [Gantt charts](#) help us land our plan in time
  - So we can trot (not sprint) AND still deliver on time

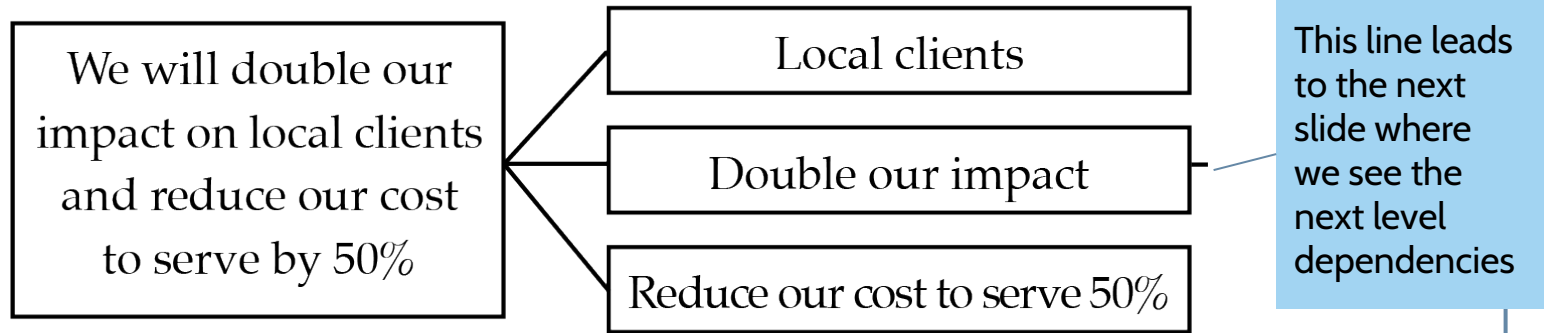
[Dependency tree and Gantt chart wisdom jigs are available here](#)

# Dependency Tree - Sample



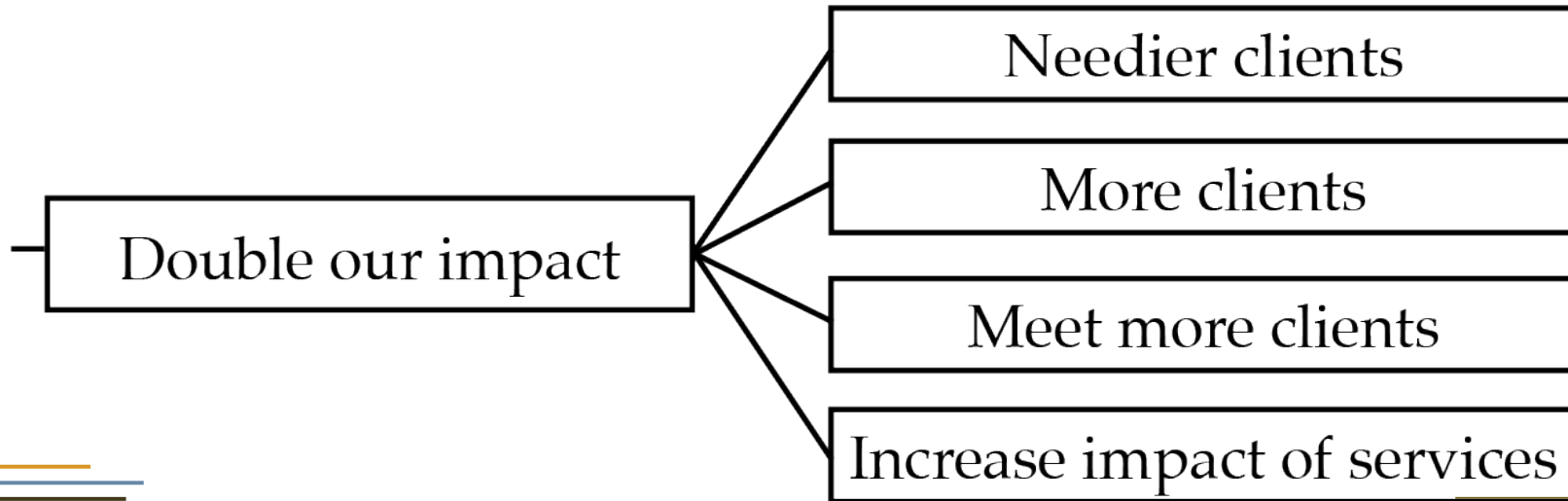
# Dependency Tree Methods = HL pages 243-248 c10

- State your desired outcome as clearly as possible
- Pull out the key words/dependencies and note them to the right.
- Continue teasing out what each box you draw will depend upon working from top to bottom and left to right.
- Your right most boxes should all be fairly discrete tasks



# Dependency Tree Method - Level 2+

From each first level branch node, add additional branches for each element required to accomplish that node.



# More Advanced Uses of Your Dependency Tree

Look for nodes that are

- On the right edge of your tree for likely starting points
- Must be done sequentially
  - These are likely on your critical path (the shortest route to completion)
  - Should be the focus of the early best efforts of your most skilled people to de risk the project
- Could be done in parallel
  - These are opportunities to delegate and accelerate
- Dependent upon each other across the branches
  - Doing those early might allow you to accelerate your project and reduce risk



