

# *Five Questions a Project Manager Should Ask About Every Estimate*



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***SCEA Luncheon  
Hanscom Air Force Base  
December 2, 2010***

# Every day, project managers make decisions based on estimates.

- How much will it cost?
- How long will it take?
- How much can we do in 6 months?
- How much can we do for \$3M?



*Why are we overrunning our budget?*

*Why does the deliverable not meet all requirements?*

*Why didn't you tell me that it was such a big change at the time?*

# Project Managers must be good estimators to be successful.

## Importance of Estimation

The key to successful project completion is a rational cost and schedule estimate. These estimates are the foundation for trade-off studies and management decisions regarding project lifecycle planning.

Stanford Business Research Foundation

<http://www.sbrf.org/estimation.htm>



David Cottengim, an accountant at the Defense Finance and Accounting Service, said a study of 250 complex, software-intensive projects identified only 25 as successful in achieving their initial cost, schedule and performance objectives. He defines a failed project as one that is six months over schedule and 15 percent over its cost estimate.

The successful projects all made good use of:

- Project planning
- **Cost estimating**
- Measurement techniques
- Milestone tracking.

<http://www.fcw.com/article102817-05-28-07>

# To be good estimators, project managers must....



- **develop personal estimating Rules of Thumb**
  - When quick decisions are required
  - To challenge the rationale and assumptions behind estimates
  - To build confidence and become an “educated consumer” of estimates
- **support rigorous cost, schedule, & risk models and databases**
  - To develop rigorous, accurate metrics over time
  - To establish estimating credibility
  - To establish corporate knowledge
- **ask five questions about every estimate to establish a baseline for estimating rules of thumb and rigorous models**

# What are rules of thumb, metrics, models, and the five questions?

- **Rules of Thumb**
- **Mathematical Models**
- **Project Management Triangle**
- **Five Questions**



# Rules of Thumb

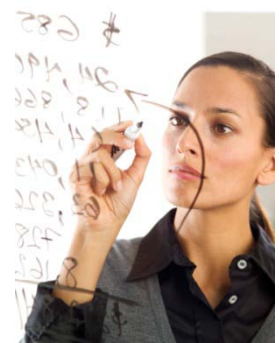
A **rule of thumb** is a principle with broad application that is not intended to be strictly accurate or reliable for every situation. It is an easily learned and easily applied procedure for approximately calculating or recalling some value, or for making some determination. A simple model.



- **Tailor Rule of Thumb** A simple approximation that was used by tailors to determine the wrist, neck, and waist circumferences of a person through one single measurement of the circumference of that person's thumb. The rule states, typically, that twice the circumference of a person's thumb is the circumference of their wrist, twice the circumference of the wrist is the circumference of the neck, and twice around the neck is the person's waist. For example, if the circumference of the thumb is 4 inches, then the wrist circumference is 8 inches, the neck is 16 and the waist is 32. An interesting consequence of this is that — for those to whom the rule applies — this simple method can be used to determine if trousers will fit: the trousers are wrapped around the neck, and if the two ends barely touch, then they will fit. Any overlap or lack thereof corresponds to the trousers being too loose or tight, respectively.
- **Marine Navigation** A ship's captain should navigate to keep the ship more than a thumb's width from the shore, as shown on the nautical chart being used. Thus, with a coarse scale chart, that provides few details of nearshore hazards such as rocks, a thumb's width would represent a great distance, and the ship would be steered far from shore; whereas on a fine scale chart, in which more detail is provided, a ship could be brought closer to shore.
- **Etiquette** In a formal place setting, the silverware and the dinner plate should be set back from the edge of the table a length equal to the distal phalanx of the thumb.

[http://en.wikipedia.org/wiki/Rule\\_of\\_thumb](http://en.wikipedia.org/wiki/Rule_of_thumb)

# Mathematical Models



- A mathematical model is an abstract model that uses mathematical language to describe a system. Mathematical models are used particularly in the natural sciences and engineering disciplines (such as physics, biology, and electrical engineering) but also in the social sciences (such as economics, sociology and political science); physicists, engineers, computer scientists, and economists use mathematical models most extensively.
- Eykhoff (1974) defined a mathematical model as 'a representation of the essential aspects of an existing system (or a system to be constructed) which presents knowledge of that system in usable form'.
- Mathematical models can take many forms, including but not limited to dynamical systems, statistical models, differential equations, or game theoretic models. These and other types of models can overlap, with a given model involving a variety of abstract structures.

- Examples

- The Malthusian Growth Model,

$$P(t) = P_0 e^{rt}$$

where  $P_0$  = Initial Population,  $r$  = growth rate,  $t$  = time

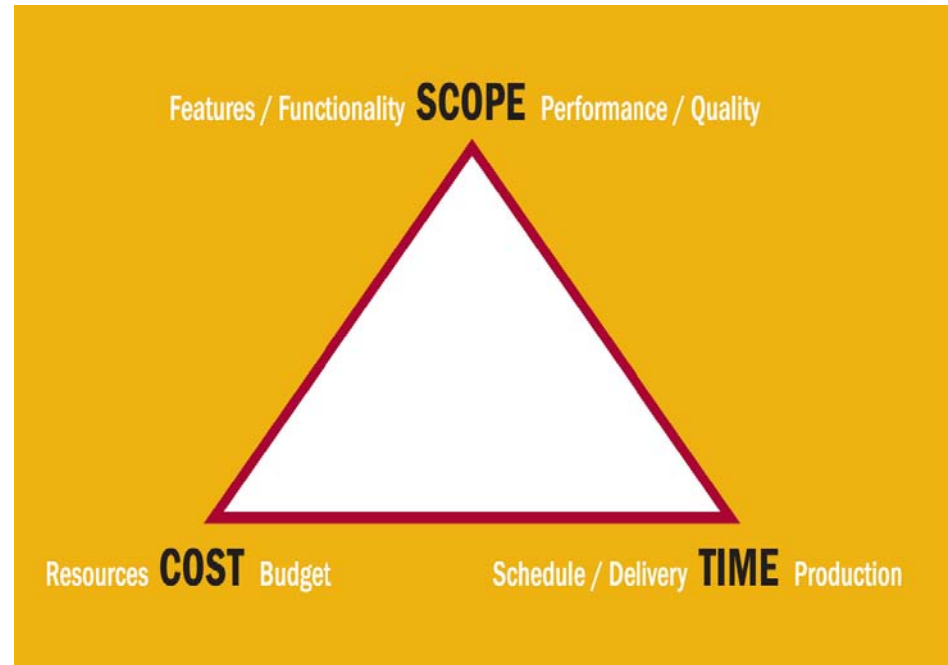
- Learning Curve Model

$$Y_x = Kx^{\log_2 b}$$

where  $K$  = first unit cost,  $Y_x$  = cost for  $x$ th unit,  $x$  = unit number, and  $b$  = learning percentage

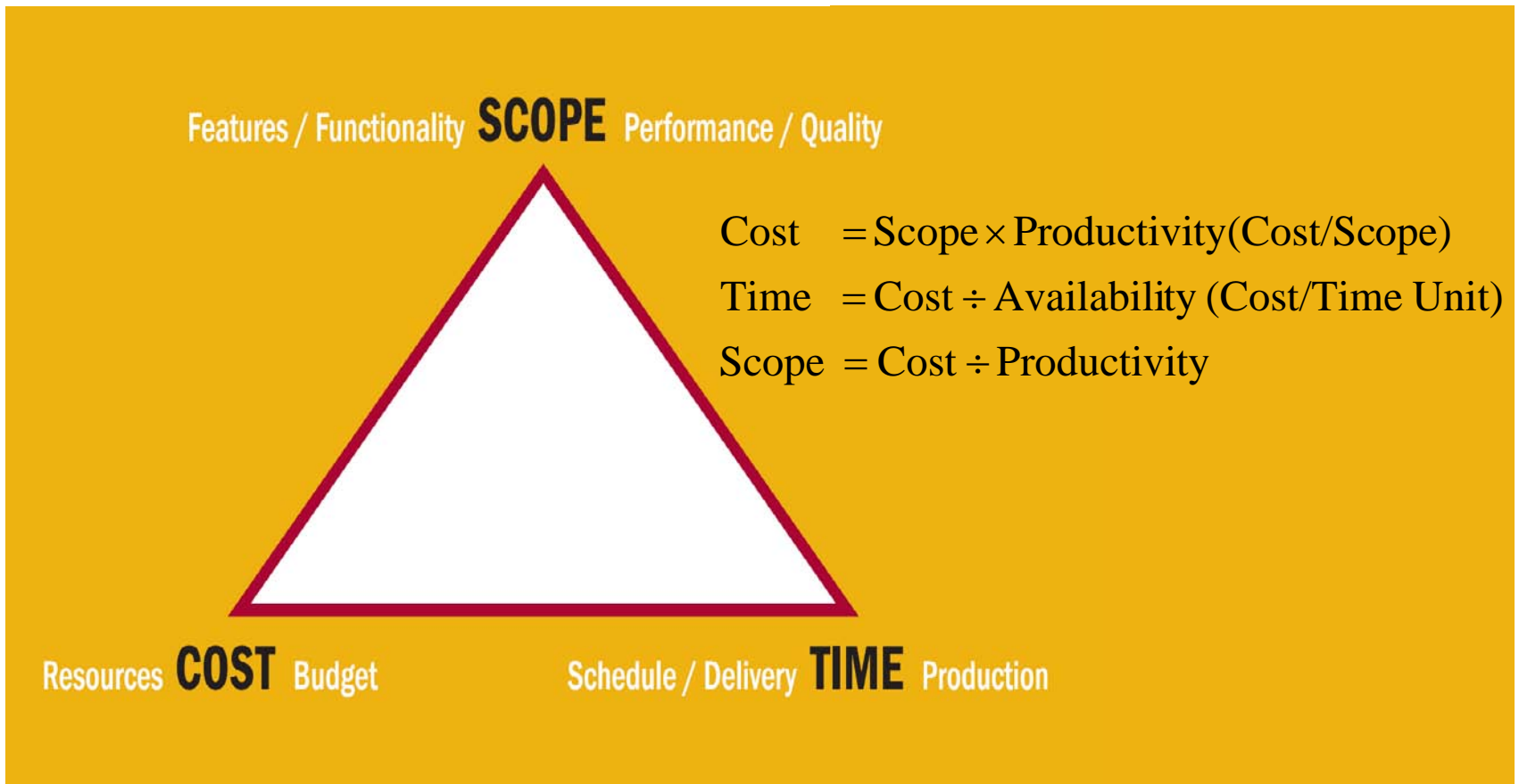
Wikipedia (various sources)

# The Project Management Triangle



*Each side represents a constraint. One side of the triangle cannot be changed without impacting the others.*

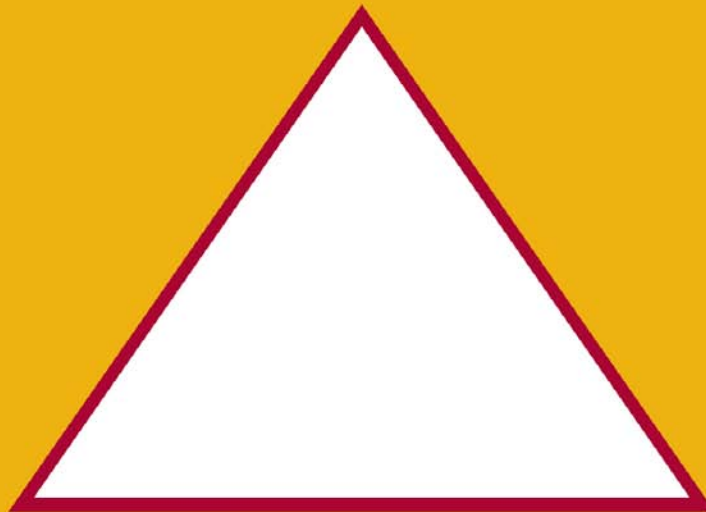
# The points of the triangle are connected by simple relationships



# Project Managers use the Triangle's simple relationships to make decisions.

## • Example

Features / Functionality **SCOPE** Performance / Quality



Resources **COST** Budget

Schedule / Delivery **TIME** Production

$$\text{TtlHours} = \text{TtlSLOC} \times (\text{Hours/SLOC})$$

$$\text{TtlMonths} = \text{TtlHours} \div (\text{Hours/Month})$$

$$\text{SLOC} = \text{TtlHour} \div (\text{Hours/SLOC})$$

so, if

$$\text{SLOC} = 10,000, \text{ and}$$

$$\text{Productivity} = .09 \text{ Hours per SLOC; and}$$

$$\text{Availability} = 468 \text{ Hours per Month;}$$

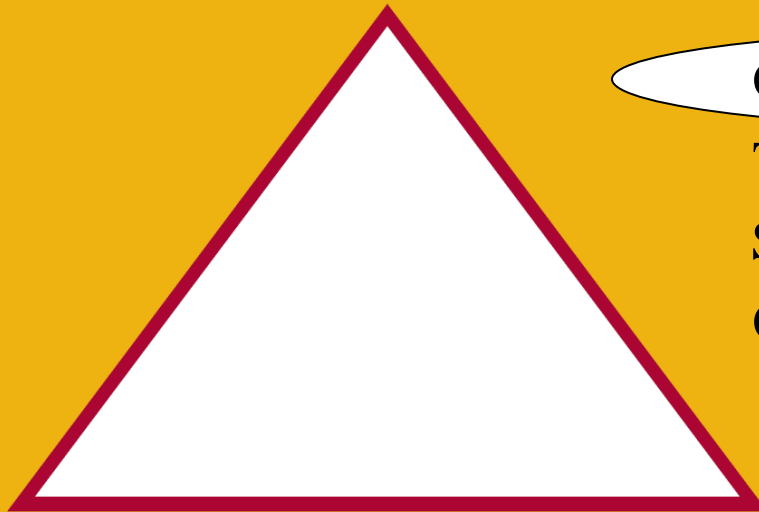
then

$$\text{Cost} = \text{TtlHours} = 900; \text{ and}$$

$$\text{Time} = \text{TtlMonths} = 1.92$$

# The most challenging relationship is Cost as function of Scope.

Features / Functionality **SCOPE** Performance / Quality



$$\text{Cost} = \text{Scope} \times \text{Productivity}$$

$$\text{Time} = \text{Cost} \div \text{Availability}$$

$$\text{Scope} = \text{Cost} \div \text{Productivity}$$

$$\text{Cost} = \text{Availability} \times \text{Rate} \times \text{Time}$$

Resources **COST** Budget

Schedule / Delivery **TIME** Production

# Project Managers must develop Rules of Thumb and utilize Rigorous Models for $Cost = f(Scope)$ .

*Rigorous Cost, Schedule, and Risk Estimating Models*

*Rules of Thumb*

$$Cost = Scope \times Productivity \times Reality Factors$$

*Rules of Thumb are simple models based on averages, while Rigorous Models take into account several other Reality factors. Reality factors help you normalize data to determine better Rules of Thumb.*

# Project Managers must identify the metrics of which they are most comfortable for their models.

- **Scope metrics**

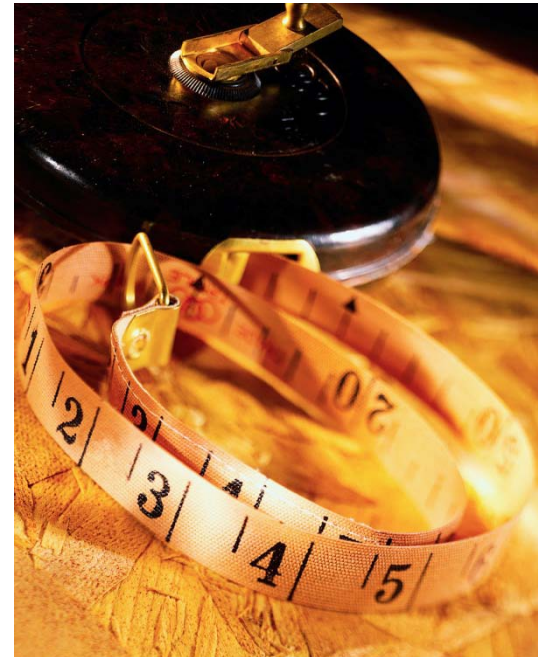
- Hardware – Weight, Objects, Parts
- Software – SLOC, FPs, OPs, Use Cases

- **Productivity metrics**

- Hardware – Cost/Weight,, Cost/Object
- Software – Hours/SLOC

- **Reality Factor metrics**

- Hardware – Complexity, features, quantities, delivery rate, schedule compression, learning rate,
- Software – language, application, complexity, memory utilization
- General – reuse, engineering maturity, operating environment, quality



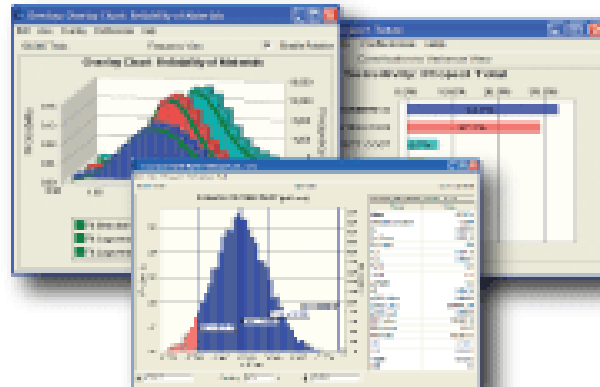
**Project Managers must know  
the risk associated with an estimate.**

## **Rule of Thumb**

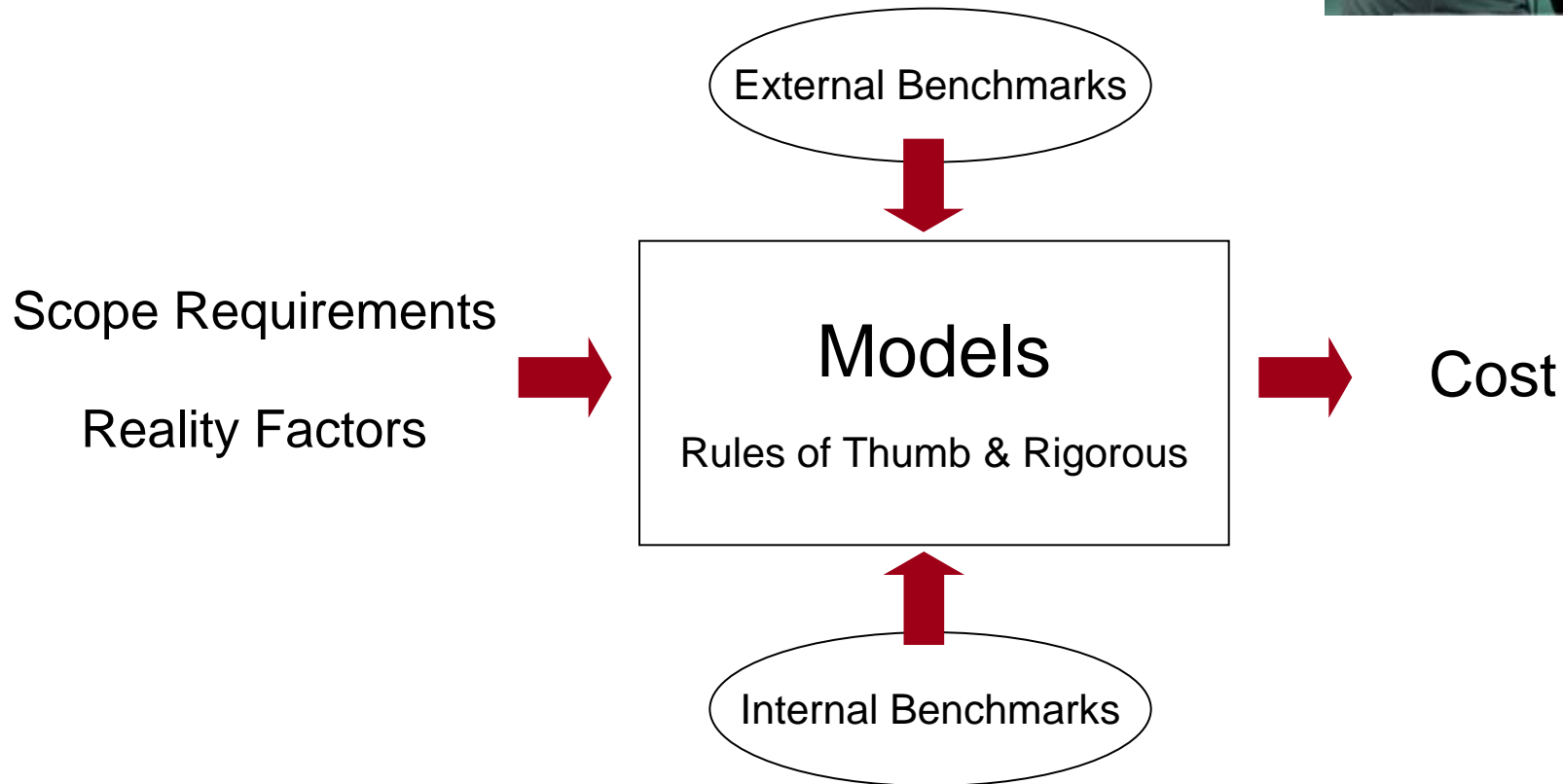
$$\frac{(\text{BestCase} + (4 \times \text{MostLikely}) + \text{WorstCase})}{6}$$

6

## **Rigorous Model**



# Project Managers should develop Rule of Thumb Models and Rigorous Models from internal and external benchmarks for credibility



# External Benchmarks

**Table 1: Rules of Thumb Based on LOC Metrics for Procedural Languages  
(Assumes 1 work month = 132 work hours)**

Size of Program in LOC	Coding LOC per Month	Coding Effort (Months)	Testing Effort Percent	Noncode Effort Percent	Total Effort (Months)	Net LOC per Month
1	2500	0.0004	10.00%	10.00%	0.0005	2083
10	2250	0.0044	20.00%	20.00%	0.0062	1607
100	2000	0.0500	40.00%	40.00%	0.0900	1111
1,000	1750	0.5714	50.00%	60.00%	1.2000	833
10,000	1500	6.6667	75.00%	80.00%	17.0000	588
100,000	1200	83.3333	100.00%	100.00%	250.0000	400
1,000,000	1000	1000.0000	125.00%	150.00%	3750.0000	267

<http://www.compaid.com/caiinternet/ezine/capers-rules.pdf>



Table 3

REGRESSION EQUATION, DATA, AND RESULTS FOR AIRCRAFT CHARACTERISTICS CASE

Equation<sup>a</sup>

$$\text{COST} = 1.38 \text{ WEIGHT}^{1.44} e^{(.14 \text{ FSTFLT} + 1.41 \text{ ALLWTHR})}$$

( .01) ( .01) ( .01)

Where: ALLWTHR = All weather capability (Yes=1/No=0)  
 COST = Estimated total avionics suite cost (\$K-78)  
 FSTFLT = Aircraft first flight data minus 62  
 WEIGHT = Aircraft empty weight (K-lbs)  
 ( ) = Significance of regression coefficient (one-tailed t-test)

Statistics<sup>b</sup>

$R^2 = .99$  SEE = .14 F = 144, Significant at < 1%

An Analysis of Combat Aircraft Avionics Production Costs, RAND

# External Benchmarks

# ...Call a Friend? ...Ask the Audience?



Search over 800 topics on CostHelper.com

How much does  cost?

BROWSE ALL TOPICS >> babies & children cars & car maintenance education health & personal care home & garden personal finance pets & pet care small business weddings

[CostHelper.com](#) > [Home & Garden](#) > [New Roof](#)

## New Roof Cost

### How Much Does a New Roof Cost?

**Average:**  
\$11,209-\$17,060

**High:**  
\$20,000-\$25,000

A roof is your home's topmost protective layer against the elements, but it can also be a design statement. Wood shakes are a traditional American roofing material, but are vulnerable to fire and mold, and must be replaced fairly frequently. Because of their relative low cost and ease of installation, asphalt shingles are now the most common roofing material in the US. However, many people choose a tile or metal roof because they are so long-lasting and stylish.

**Typical costs:**

- Do-it-yourself materials to install an [asphalt shingle roof](#) on an average one-story ranch-style home (with a gently sloping roof of 1,700-2,100 square feet) can run **\$680 - \$3,700**, depending on the quality of the materials. Having the old roofing materials removed and new asphalt shingles professionally installed is about **\$1,700 - \$8,400** on a typical ranch-style home, depending on materials and location.
- [Wood shingles or shakes](#) are beautiful but require ongoing maintenance, can be prone to fires and don't last as long as other roofing materials. Installing natural wood shingles or shakes on an average one-story, ranch-style home (1,700-2,100 square feet of gently sloping roof) costs around **\$6,800 - \$20,000** or more. Re-roofing the same home with high-quality, fire-resistant materials of recycled rubber or plastic molded to look like wood runs around **\$12,600 - \$18,900** or more.
- A [tile roof](#) is distinctive, durable, fire-resistant and impervious to insects or rot. Installing a concrete tile roof can run **\$7,650 - \$21,000** for a basic roof on a ranch-style home. Roofing the same surface with ceramic clay tiles can be **\$11,900 - \$2,100** for standard shapes and colors in lower-grade tile, and **\$17,000 - \$60,000** for more custom shapes and colors, or complex installations.
- A [metal roof](#) is lightweight, durable, fire-resistant and does not rot. A professionally installed steel roof can be **\$5,100 - \$22,000** for steel roofing on a simple one-story ranch-style house; aluminum runs **\$11,900 - \$24,200** for the same roof; and copper jumps to **\$25,500 - \$39,600**.
- A [slate roof](#) is one of the most long-lasting roof materials available. Installing natural slate tiles can run **\$17,000 - \$84,000** for a 1,700-2,100 square foot roof, or **\$27,000 - \$120,000** for a 3,000-square-foot roof, depending on the quality of the slate and the complexity of the installation process. Roofing with synthetic slate tiles (recycled rubber or plastic molded to look like slate) is about **\$11,900 - \$18,900** for an average ranch house with a 1,700-2,100 square foot roof; or

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**Philadelphia Coupons**

1 ridiculously huge coupon a day. It's like doing Philly at 90%

**Recent Posts**

Amount:	Topic	Purchased:
\$2.90	ROOFING SERVICES	August, 2009
\$12,000.00	Getting roof re-done	October, 2009
\$1,500.00	Roof completed under 1000 bucks	January, 2008
\$0.00	help with shingle quality	December, 2009

**Post 1: ROOFING SERVICES**  
Amount: \$2.90  
Posted by: FD HANDYMAN SERVICES in san diego, CA  
Type: any  
Contractor: FD HANDYMAN SERVICES  
We are a handyman company with plenty of roofing knowledge. We have done many roofing projects, commercial and residential in the san diego area. We are experienced, efficient, and with good prices. Our average cost for removing and installing shingles runs for about \$2.9/ sq. ft. This price includes supplies/materials. However, to give an accurate estimate we have to give a quote from the place where the project needs to be completed.  
Was this post helpful to you? [yes](#) [no](#) Report [prohibited](#) or [spam](#)

**Post 2: Getting roof re-done**  
Amount: \$12,000.00  
Posted by: San Jose Home Owner in San Jose, CA  
Type: asphalt shingles  
Getting our roof done with new gutter, trim, and thicker asphalt shingles.  
Was this post helpful to you? [yes](#) [no](#) Report [prohibited](#) or [spam](#)

**Post 3: Roof completed under 1000 bucks**  
Amount: \$1,500.00  
Posted by: frank lancaster in lancaster, PA  
Type: singles  
Contractor: friends references  
I bought a home and the inspector told us the roof was in good condition but it may require maintenance in the next two year. I decide to shop around for advice. friend told me that he could get someone to re roof my home for a 1000 dollars, i spent 500 on materials, the person did complete the job, but now i have leaks and he has not shown his face to fix this problems...  
(never ever would listen to cheap advise, I will only do contract with professionals...)  
Was this post helpful to you? [yes](#) [no](#) Report [prohibited](#) or [spam](#)

**Post 4: help with shingle quality**  
Amount: \$0.00  
Posted by: comnav in mesa, AZ  
Type: asphalt  
bank hired out of state roofer to replace roof on house we intend to purchase it looks cheap, how do we know if the material is decent quality or not won't show us an invoice, as bank purchased the new roof 3 tab fiberglass comp. 20 year  
Was this post helpful to you? [yes](#) [no](#) Report [prohibited](#) or [spam](#)

# External Benchmarks

Phase No.	Percentage	Phase	or	Phase No.	Percentage	Phase
1.	10 %	Requirements Analysis		1.	11 %	Requirements Analysis
2.	30 %	Requirements Specification		2.	11 %	Anforderungs-Specification
3.	30 %	DP-Concept		3.	5%	Logical System Specification
4.	25 %	Coding		4.	10 %	Physical Design
5.	5 %	Delivery		5.	46 %	Coding and Module Test
				6.	5 %	Implementation
				7.	12 %	System Test



<http://www.compaid.com/caiinternet/ezone/bundschuh-est.pdf>

Task	Rule Of Thumb
<b>Project Management</b>	A full time Project Manager is required for every six staff assigned to the project. A typical MIS project requires the equivalent of 2/3 full time staff. Applying this rule of thumb suggests that the Project Manager should be assigned between 33% and 50% or the duration of the project.
<b>Business Analysis</b>	Allow a figure of 20% of the time allowed for the technical tasks to complete the business specification.
<b>Systems Analysis and Design</b>	Allow a figure of 25% of the time allowed for the technical tasks to complete the design specification.
<b>Infrastructure Support</b>	Allow a figure of 10% of the time allowed for the technical tasks.
<b>Peer Testing</b>	Allow a figure of 10% of the time allowed for the technical tasks.
<b>Integration Testing</b>	Allow a figure of 15% of the time allowed for the technical tasks.
<b>Acceptance Testing</b>	Allow a figure of 15% of the time allowed for the technical tasks.
<b>Deployment</b>	Allow a figure of 5% of the time allowed for the technical tasks.

<http://www.projects.ed.ac.uk/areas/research/RAE/RES018/EstimationGuidelines.shtml>

# Internal Benchmarks

## •Tailor's Rule of Thumb



× 2.3 =



× 2.3 =



× 2.3 =



*Measuring actual results and  
calibrating models builds  
accuracy, confidence and  
credibility*

Personal experience, Anthony A. DeMarco, PRICE Systems, LLC

# Internal Benchmarks

		<u>Q1</u>	<u>Apr</u>	<u>May</u>	<u>Jun</u>	<u>* Jul *</u>	<u>Aug</u>	<u>Sep</u>	<u>Oct</u>	<u>Nov</u>	<u>Dec</u>	<u>Avg.</u>
<b>PRICE</b>	<u>Orders</u>											
	Best Case	16.582	16.911	17.539	17.992	17.372	17.397	17.162	16.517	16.126		17.066
	Most Likely	15.596	15.716	15.995	16.481	16.529	16.071	15.815	15.757	15.620		15.953
	Worst Case	14.312	14.762	14.489	14.756	15.514	15.122	14.899	15.017	15.022		14.877
		15.546	15.756	16.001	16.445	16.500	16.134	15.887	15.760	15.605		15.959
		14.897	15.679	15.618	15.952	16.261	15.959	15.735	15.690	15.666		15.718
<b>Division 1</b>	<u>Orders</u>											
	Best Case	5.561	6.029	6.488	6.700	6.658	6.618	6.658	6.633	6.554		6.433
	Most Likely	5.417	5.529	6.231	6.477	6.416	6.385	6.354	6.326	6.383		6.169
	Worst Case	5.346	5.329	6.080	6.300	6.340	6.233	6.213	6.183	5.980		6.001
		5.525	5.909	6.421	6.638	6.602	6.557	6.583	6.557	6.480		6.363
<b>Division 2</b>	<u>Orders</u>											
	Best Case	5.952	5.896	5.992	5.570	5.565	5.492	5.230	4.843	4.742		5.476
	Most Likely	5.319	5.234	5.301	5.270	5.161	5.089	4.917	4.757	4.643		5.077
	Worst Case	4.322	4.808	5.019	4.871	4.884	4.959	4.701	4.527	4.643		4.748
		4.585	4.959	5.145	4.981	4.980	5.026	4.775	4.582	4.653		4.854
<b>Division 3</b>	<u>Orders</u>											
	Best Case	5.069	4.986	5.059	5.722	5.149	5.286	5.273	5.041	4.830		5.157
	Most Likely	4.860	4.953	4.462	4.735	4.953	4.597	4.543	4.674	4.594		4.708
	Worst Case	4.644	4.625	3.390	3.585	4.290	3.930	3.986	4.307	4.399		4.128
		4.787	4.811	4.052	4.333	4.680	4.377	4.377	4.552	4.534		4.500

VP 1  $\frac{(8 \times \text{BestCase} + \text{MostLikely} + \text{WorstCase})}{10}$

VP 2  $\frac{(\text{BestCase} + \text{MostLikely} + 8 \times \text{WorstCase})}{10}$

VP 3  $\frac{(\text{BestCase} + (4 \times \text{MostLikely}) + (4 \times \text{WorstCase}))}{9}$

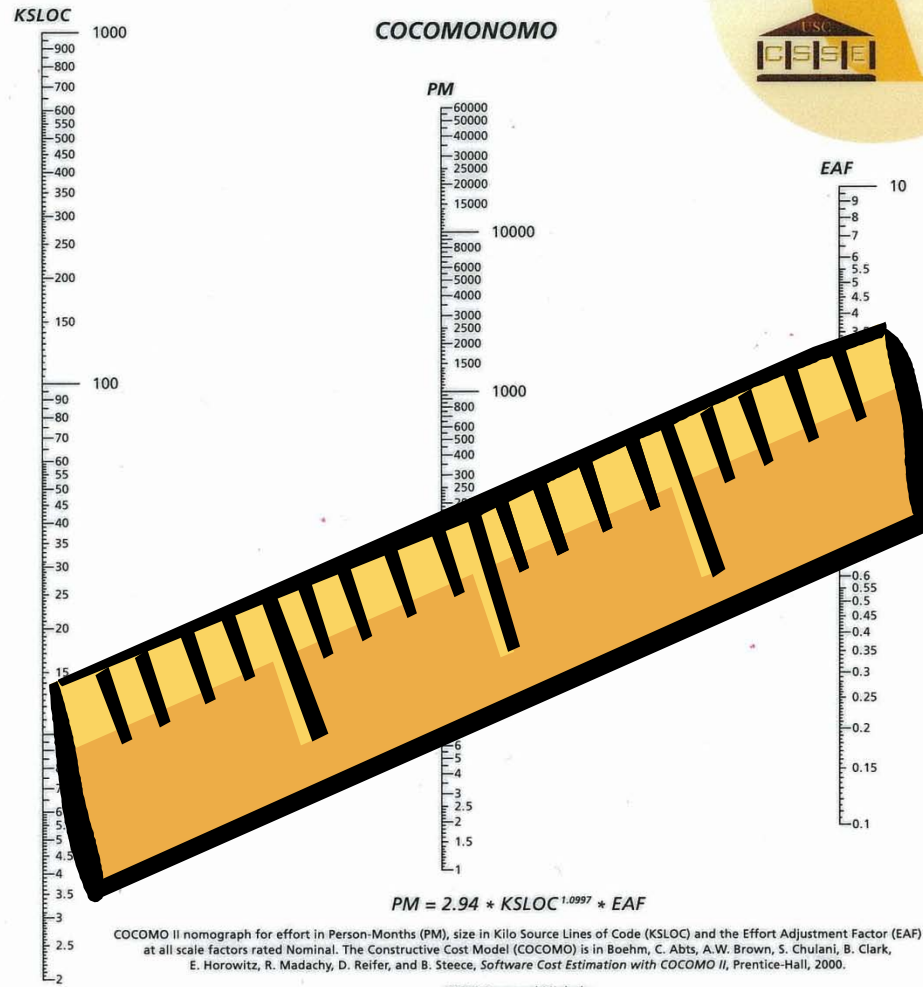
*Measuring actual results and calibrating models builds accuracy, confidence and credibility*

Personal experience, Anthony A. DeMarco, PRICE Systems, LLC

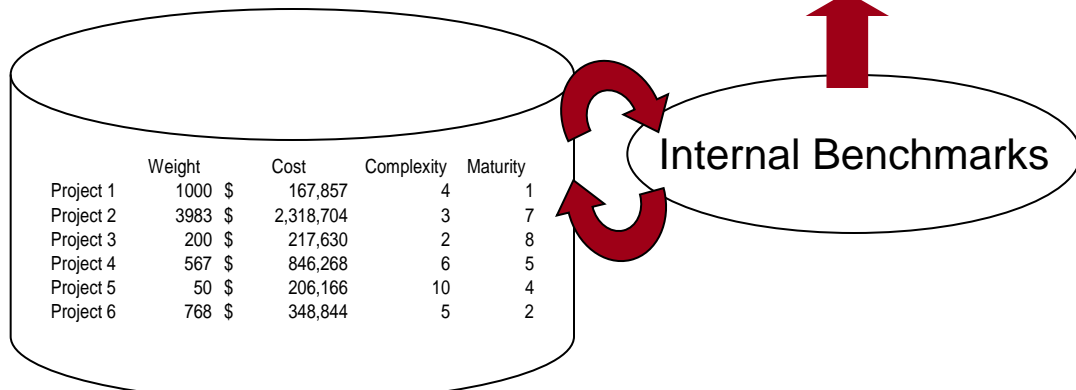
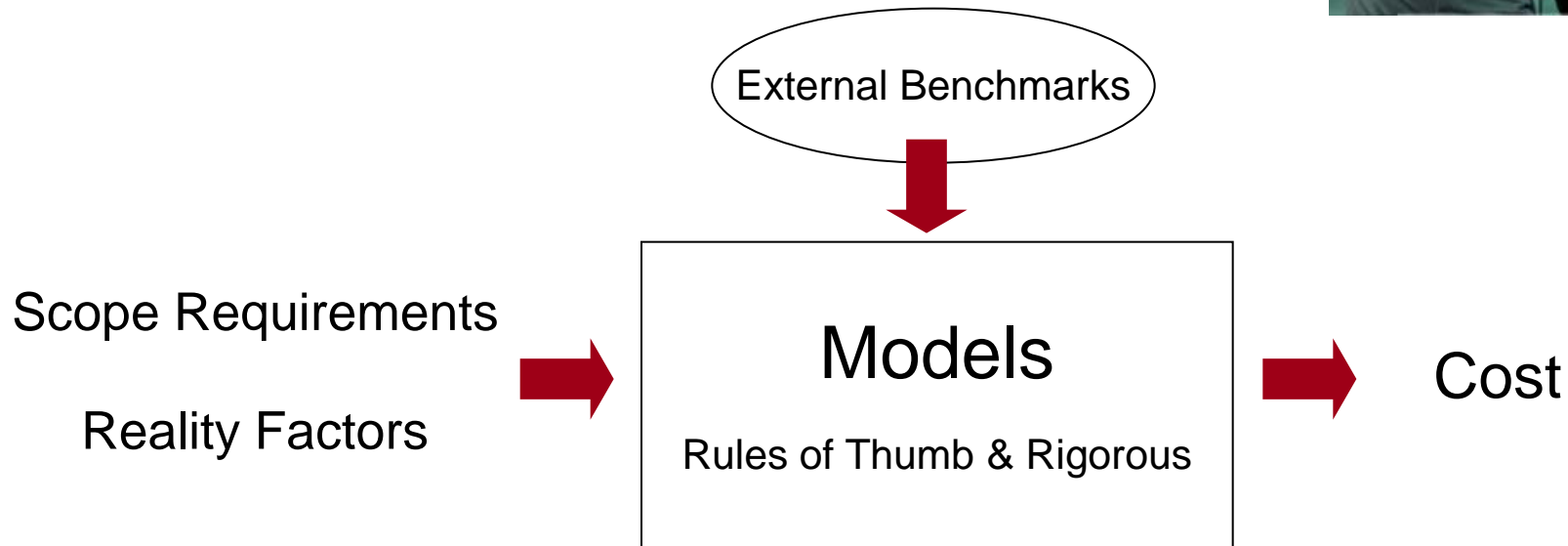
# COCOMO-NOMO (Nomogram)

## Internal & External Benchmarks

### 25th International Forum on COCOMO and Systems/Software Cost Modeling



# Project Managers should develop Rule of Thumb Models and Rigorous Models from internal and external benchmarks for credibility



*Project databases that include technical parameters, programmatics and cost are necessary for internal benchmarks*

**Project Managers should ask five questions about every estimate.**



- 1. What is the measure of scope?**
- 2. What is the productivity?**
- 3. What is the resource availability assumption?**
- 4. What are the most significant reality factors making this different than the norm?**
- 5. What is the uncertainty of the parameters and the risk in the estimate?**

*The five questions will drive the estimating cultural and behaviors that you desire*

# Example – PM Rules of Thumb for Software

- **Scope** = **SLOC**
- **Productivity** = **0.10 hours per SLOC**
- **Risk** = 
$$\frac{(\text{BestCase} + \text{MostLikely} + (4 \times \text{WorstCase}))}{6}$$
- **Reality** = **Manned Space**      **3x**  
 = **Unmanned Space**    **1x**  
 = **Studies**                    **0.5x**  
 = **Mature Tech**            **1x**  
 = **Immature Tech**         **3x**
- **Buildup** =

Requirements Analysis	5
Requirements Specification	10
Design	20
Code	30
Test	30
Delivery	5

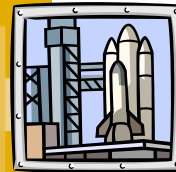
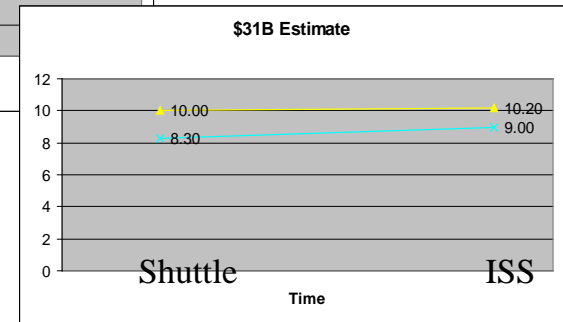
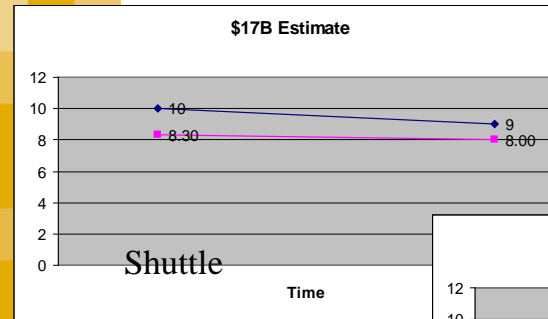
...or \$Code x 3.3

# International Space Station Example

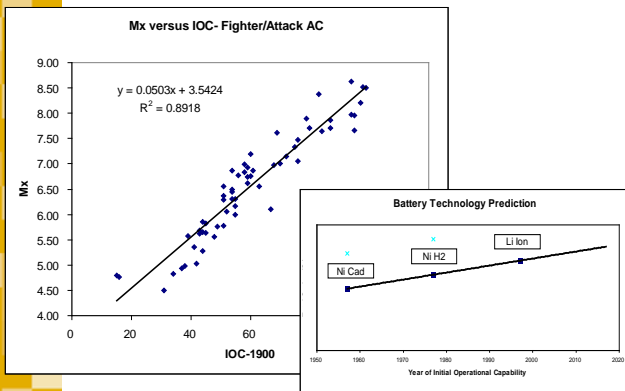
**2. Initial Estimate of \$17.4B was over optimistic, based on heroic assumptions**

Millions of Dollars				
	Russia	US	Internationals	Total
Drafting	\$ 2,252	\$ 2,777	\$ 1,114	\$ 6,143
Design	\$ 9,061	\$ 11,174	\$ 4,480	\$ 24,715
Systems	\$ 2,629	\$ 3,242	\$ 1,300	\$ 7,170
Prod/Mnt	\$ 1,835	\$ 2,300	\$ 922	\$ 5,057
Data	\$ 945	\$ 1,176	\$ 471	\$ 2,592
Prototype	\$ 2,540	\$ 3,584	\$ 1,437	\$ 7,561
Tool test	\$ 494	\$ 689	\$ 276	\$ 1,459
Hardware Total	\$ 19,757	\$ 24,942	\$ 10,000	\$ 54,699
Software Total	\$ -	\$ 6,500	\$ -	\$ 6,500
Total	\$ 19,757	\$ 31,442	\$ 10,000	\$ 61,199
Delays Total	\$ -	\$ 3,600	\$ -	\$ 3,600
Total	\$ 19,757	\$ 35,042	\$ 10,000	\$ 64,799
Civil Servant VA Ad	\$ -	\$ (4,380)	\$ -	\$ (4,380)
<b>Total</b>	\$ 19,757	\$ <b>30,662</b>	\$ 10,000	\$ <b>60,419</b>

Heroic Assumption - New ways of doing Business will reverse historic trend?

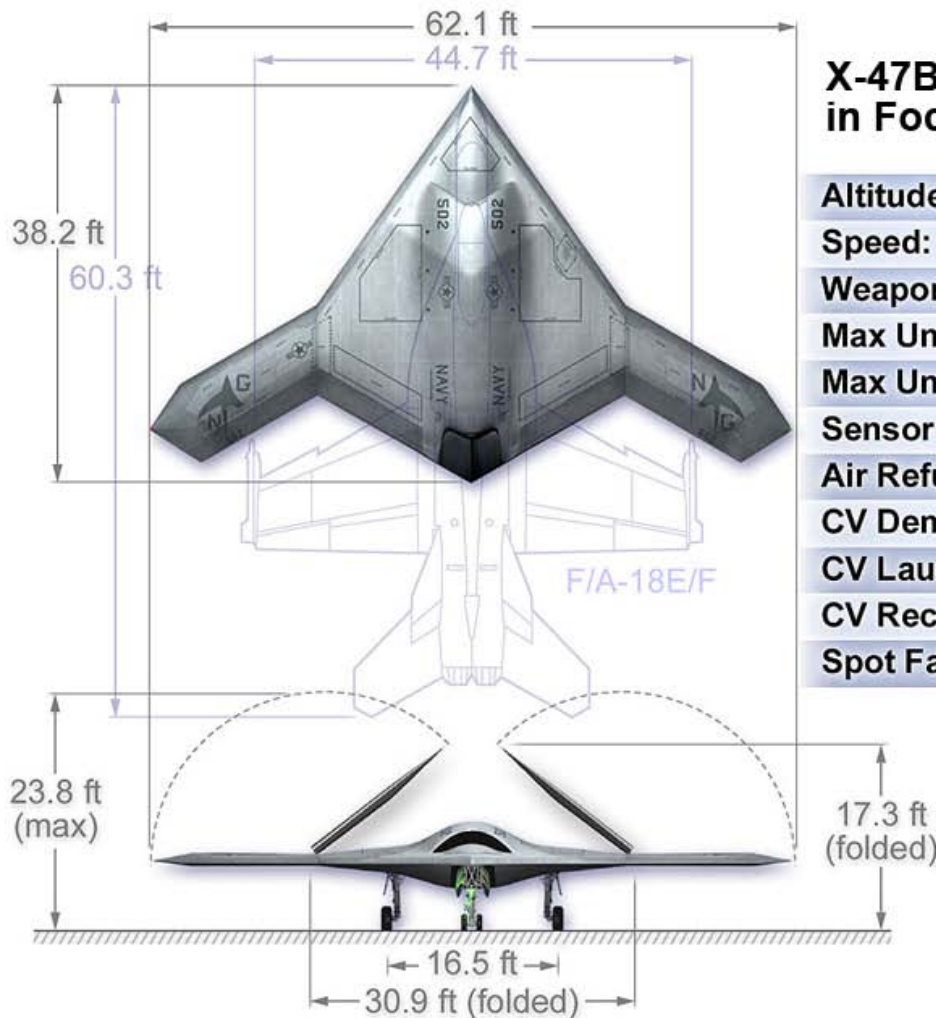


Advanced Concepts  
Technology Cost & Risk Forecasting



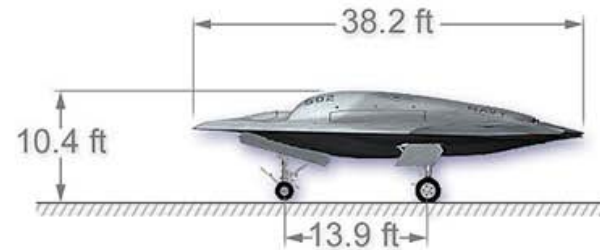
Analysis performed with IMCE Task Force (Young), Anthony A. DeMarco, PRICE Systems, LLC

# Navy UCAS



## X-47B UCAS-D Air Vehicle System in Focus

<b>Altitude:</b>	>40,000 ft
<b>Speed:</b>	High Subsonic
<b>Weapons Payload Provisions:</b>	4,500 lbs
<b>Max Unrefueled Range:</b>	>2,100 NM
<b>Max Unrefueled Endurance:</b>	>6 hours
<b>Sensor Provisions:</b>	EO/IR/SAR/ESM
<b>Air Refueling Provisions:</b>	USN/USAF
<b>CV Demo TOGW:</b>	44,567 lbs
<b>CV Launch OPWOD:</b>	-3.6 kts
<b>CV Recovery WOD:</b>	9.3 kts
<b>Spot Factor (F/A-18C):</b>	0.87



# PRICE TruePlanning Estimate

PRICE TruePlanning - [UCAS X-47B v2.0]

File Edit View Tools Window Help

Product Breakdown Structure

Simple Detailed

UCAS X-47B v2.0; QTY = 500

- Unmanned Aerial Vehicle (UAV) System
  - Air Vehicle Integration, Assembly and Test
    - Airframe
      - Fuselage
      - Wing
    - Propulsion
      - Engine
      - Fuel System
    - Communications/Identification
      - Comms and IFF Avionics
    - Navigation/Guidance
      - GPS
      - Guidance
    - Central Computer
      - COTS CPU
    - Auxiliary Equipment
      - Avionics chassis, cables, etc.
  - Payload Integration, Assembly and Test
    - Reconnaissance Payload
      - Electro-optical (EO) sensor
      - Light (LD) sensor - LD 1698
      - Infrared (IR) sensor
      - Synthetic Aperture Radar (SAR) sensor
    - Air Vehicle Software
      - Reconnaissance Payload Software
        - Reconnaissance application and glue software
        - Reconnaissance systems software
      - Air Vehicle Software
        - Air Vehicle Application Software
        - Air Vehicle System Software

Results

Cost Objects Input Sheet Results Chart

Unmanned Aerial Vehicle (UAV) System

Cost: \$15,855,409,686 100.00% Labor Requirement: 119,236,295.56 hours

Project Cost: \$15,855,409,686 Project Labor Requirement: 119,236,295.56 hours

Metrics : Unmanned Aerial Vehicle (UAV) System - Currency in USD (\$) (in December, 2009)	Value	Units	Notes
1 Total Cost with Overhead	15,855,409,686	\$	
2 Total Labor Hours with Overhead	119,236,295.56	hours	
3 <b>Development Summary</b> -----			
4 Prototype Quantity	0		
5 Total Development Cost with Overhead	823,133,607	\$	
6 Total Development Labor Hours with Overhead	6,466,736.01	hours	
7 <b>Production Summary</b> -----			
8 Production Quantity	500		
9 Average Unit Production Cost	25,546,105.78	\$	
10 Amortized Unit Production Cost	29,594,572.73	\$	
11 Total Production Cost with Overhead	14,797,761,367	\$	
12 Total Production Labor Hours with Overhead	111,291,403.80	hours	
13 <b>Operation and Support Summary</b> -----			
14 Total Operation and Support Cost with Overhead	0	\$	
15 Total Operation and Support Labor Hours with ...	0.00	hours	
16 Maximum Number of Systems Deployed	0.00		
17 Minimum Number of Systems Deployed	0.00		
18 Average Number of Systems Deployed	0.00		
19 <b>Drivers</b> -----			
20 Total Weight	45,220.000	lbs	
21 Weight of Structure	43,600.000	lbs	
22 Weight of Electronics	1,200.000	lbs	
23 Total Software Size	4,136,400	Source Lines ...	
24 Equivalent Source Lines of Code	4,136,400		
25 <b>Project and Productivity Details</b> -----			

\$25M

45k lbs.

Ready

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start Demo projects PRICE TruePlanning - ... Microsoft PowerPoint ... 3:39 PM

# PRICE TruePlanning Estimate

**PRICE TruePlanning - [UCAS X-47B v2.0]**

File Edit View Tools Window Help

Product Breakdown Structure

Simple Detailed

1 UCAS X-47B v2.0; QTY = 500

2 Unmanned Aerial Vehicle (UAV) System

3 Air Vehicle Integration, Assembly and Test

4 Airframe

5 Fuselage

6 Wing

7 Propulsion

8 Engine

9 Fuel System

10 Communications/Identification

11 Comms and IFF Avionics

12 Navigation/Guidance

13 GPS

14 Guidance

15 Central Computer

16 COTS CPU

17 Auxiliary Equipment

18 Avionics chassis, cables, etc.

19 Payload Integration, Assembly and Test

20 Reconnaissance Payload

21 Electro-optical (EO) sensor

22 Light (LD) sensor - LD 1698

23 Infrared (IR) sensor

24 Synthetic Aperture Radar (SAR) sensor

25 Air Vehicle Software

26 Reconnaissance Payload Software

27 Reconnaissance application and glue software

28 Reconnaissance systems software

29 Air Vehicle Software

30 Air Vehicle Application Software

31 Air Vehicle System Software

Ready

start Demo projects PRICE TruePlanning - ... Microsoft PowerPoint ...

Chart: Air Vehicle Integration, Assembly and Test

Cost Objects Input Sheet Results Chart

Air Vehicle Integration, Assembly and Test

Cost: \$13,154,222,110 82.96% Labor Requirement: 102,623,364.94 hours

Project Cost: \$15,855,409,686 Project Labor Requirement: 119,236,295.56 hours

Hardware Subsystem Costs

Legend:

- Air Vehicle Integration, Assembly and Test
- Airframe
- Propulsion
- Communications/Identification
- Navigation/Guidance
- Central Computer
- Auxiliary Equipment

Metrics

119,236,295.56 hours

119,236,295.56 hours

**\$25M**

Air Vehicle Software

Cost: \$980,113,896 6.18% Labor Requirement: 7,578,338.78 hours

Project Cost: \$15,855,409,686 Project Labor Requirement: 119,236,295.56 hours

Software Subsystem Costs

Legend:

- Air Vehicle Software
- Reconnaissance Payload Software
- Reconnaissance application and glue software
- Reconnaissance systems software
- Air Vehicle Application Software
- Air Vehicle System Software

15 Total Operation and Support Lab

16 Maximum Number of Systems De

17 Minimum Number of Systems De

18 Average Number of Systems De

19 Drivers-----

20 Total Weight

21 Weight of Structure

22 Weight of Electronics

23 Total Software Size

24 Equivalent Source Lines of Code

25 Project and Productivity De

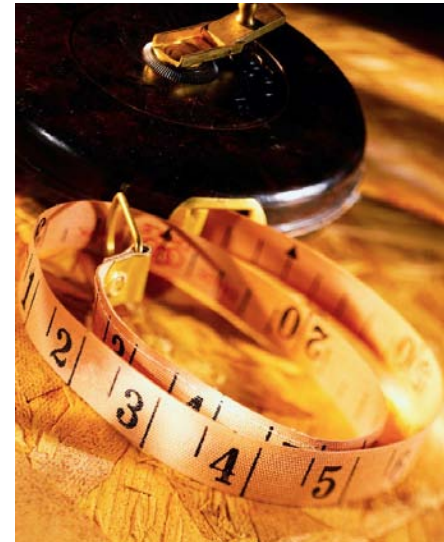


**What 5 questions will the Program Manager ask?**

**How will AFCAA look at this?**

**How will the CAPE look at this?**

**How will the GAO look at this?**



# TruePlanning Estimate Validation

PRICE TruePlanning - [Military Aircraft - Fighter Aircraft (2)\*]

File Edit View Tools Window Help

Product Breakdown Structure

Simple Detailed

DB - Military Aircraft - Fighter Aircraft

- Actual
  - deH.1
  - FeeFE-2B
  - FeeFE-2D
  - FK3
  - FK8
  - Pup
  - DolphinSF1
  - DH5
  - CamelF1
  - F2B
  - SE5A
  - Snipe7F-1
  - BuzzardF4
  - Venom
  - GauntletMk2
  - HurricaneMk1
  - Gladiator
  - SpitfireMk1/2
  - HurricaneMk2C
  - FulamrMk1
  - TyphoonMk1B
  - SeafireMk1
  - FireflyMk1
  - SpitfireMk8
  - MeteorMk1
  - TempestMk5
  - VampireMk1
  - TempestMk2
  - MeteorMk3
  - MeteorMk4

Chart: Actual

Cost Objects Input Sheet Results Chart

Actual

Cost: \$0 0.00% Labor Requirement: 0.00 hours

Project Cost: \$0 Project Labor Requirement: 0.00 hours

UCAS v. Military fighter...

UCAS v. Military Fighter Aircraft

Normalized Unit Production Cost

Mass Empty

$y = 465.54x + 1E+07$   
 $R^2 = 0.2673$

UCAS

Ready

Connected to: (local)

start Demo projects PRICE TruePlanning -... Microsoft PowerPoint ... 3:49 PM

**Every day,  
project managers make decisions based on estimates.**

***So create your estimating culture and be prepared!***

- **How much will it cost?**
- **How long will it take?**
- **How much can we do in 6 months?**
- **How much can we do for \$3M?**



***Thank you for evaluating the risk. We should not do this.***

***I understand we can't get everything we want and your plan addresses the top priorities.***

***I am happy we stayed on schedule and did not add that seemingly small requirement.***

***You really know how to establish realistic expectations and deliver.***

***You have a lot of credibility***

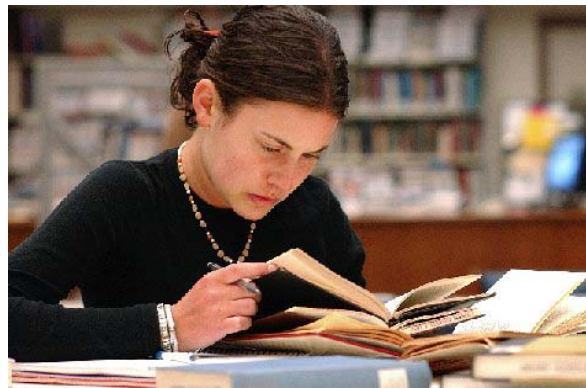
## Summary

To be successful, project managers should...

- **Develop personal estimating Rules of Thumb from external and internal benchmarks**
- **Utilize rigorous estimating models and enterprise databases**
- **Ask five questions about every estimate to judge its credibility and to fortify your personal Rules of Thumb and estimating models and databases**



## References



- **Cost Helper**      <http://www.costhelper.com>
- **Rules of Thumb**      <http://www.rulesofthumb.org>  
                                    <http://www.rulesofthumbs.com>
- **TruePlanning**      <http://www.pricesystems.com>

**Thank you for your time**



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856.608.7214

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