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# Using Earned Value to Course Correct and Deliver on Time

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#### GAME DEVELOPERS CONFERENCE

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# Overview

- Filament Structure
- Finding the Answer
- Earned Value Management
- Project Examples
- Making the Transition













Smithsonian Institution

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### **Pod View**



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#### **Team Structure**





# The Problem Child

- Original Game + Sequel
- Art budget 2-3x larger than other projects
- Unfamiliar Genre
- Trending 3-6 months late early on

#### How much



to finish?

# **Finding the Answer**

	%		Avg % of pods	Pod	Total Price of	Total Projected	Planned	
Project	complete	Total Time in Months	allocated	Allocation	Contract	Cost	Profit	Projected Margin
						((finish date - start		
						date) * % of pods *		
						top-down pod cost		(price- cost) /
		(anticipated end date)				from budget		price for the
		<ul> <li>(actual start date)</li> </ul>				template)		project
	95%	9	0.75	0.75	10000	100000		-54%
	75%	2.47	0.5	0.5				32%
	75%	22.60	0.75	0.75				-184%
	???	16.13	1	1		1000	1.00	12%
	???	#VALUE!	0.7	0.7			-	-136%
	99%	6.67	0.31	0.31				-13%
	105.96%	17.33	0.5	0.5				-58%







Number of Pods



(Development Team Salaries + Overhead Salaries + Benefits + Expenses)

Number of Pods



(Current Development Team Salaries + Overhead Salaries + Benefits + Expenses)

Number of Pods

Project	% complete	Total Time in Months	Avg % of pods allocated	Pod Allocation	Total Price of Contract	Total Projected Cost	Planned Profit	Projected Margin
		(anticipated end date) - (actual start date)				((finish date - start date) * % of pods * top-down pod cost from budget template)		(price- cost) / price for the project
	95%	9	0.75	0.75				-54%
	75%	2.47	0.5	0.5				32%
	75%	22.60	0.75	0.75				-184%
	???	16.13	1	1	1.00	100001		12%
	???	#VALUE!	0.7	0.7	-		-	-136%
	00%	6.67	0.21	0.24	_			12%
	99%	0.07	0.31	0.31				-13%
	105.96%	17.33	0.5	0.5				-58%

	_								
25									
25									
_		_	-	-			_		_
_	_	_	-	-			_		_
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			-	-					
			-	-					
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05 0.25	25								
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	Total Time in Months	Planned Avg Game Pod Allocation	Avg % of Game pods allocated	Current Game Pod Allocation	Planned Avg Web Pod Allocation	Avg % of Web pods allocated	Current Web Pod Allocation	Total Price of Contract	Total Projected Cost	Projected Profit	Projected Margin
	15.66	0.5	0.42	0	0.5	0.45	0	1200.000			-128%
	2.43	0.5	0.51	0	0	0	0	-			31%
	8.32	0.5	0.54	0	1	0.36	0	100.01	\$1.00 mil		-1%
	18.91	0.5	0.85	1	0.5	0.45	0	\$1.202 MIN			14%
	6.58	0.5	0.27	0	0	0	0	All shares and shares	300.700	Acres 100	32%
	6.71	0.5	0.52	0.5	0	0	0	E HE HE		8 10 M	36%
	4.24	1	0.88	1	0	0.15	0	10,000,000			9%
	2.07	0.5	0.12	0.5	0	0	0	100,000	1000		79% 41%
	2.53	0	0.00	0	0.5	0.54	0.5				54%
	2.27	0.5	0.55	0.5	0.0	0	0.0	Acres Anno	1000.020		33%
	8.03	0.5	0.37	0	0	0	0	1,00,000	8-10a _20	<b>100</b> Th	36%
	12.99	0.5	0.48	1	0	0	0	1.0.0	10.000 Tel.		3%
	0.00	0.5	#DIV/0	1	0	0	0	-			0.0
	0.99	1	1.52	1	0	0	0		1000		
							1				

# Finding the Solution

- 1. Financial view
  - Cost performance
- 2. Production oversight
  - Evaluating decisions



# **Earned Value Management**

# Earned Value Management

- Blend the following into one report:
  - Scope
  - Schedule
  - Cost
- Tries to provide objective framework for project management



# History of Earned Value

- Developed in the 1960's by Department of Defense
- Used as a method of validating R&D progress
- Since then, now required for government contractors

# Concepts of EVM

- Common unit of measurement
- Work (scope) = Budget (cost)
- Equity is sum of all work done to date
- Cost and accumulation of equity should match original plan

#### Planned Value



AKA: Budgeted Cost of Work Scheduled (BCWS) Project Performance Baseline

#### **Earned Value**



AKA: Budgeted Cost of Work Performed (BCWP)





AKA: Actual Cost of Work Performed

# Cost Performance Index (\$)

Did the cost of adding equity = what was added?

CPI = Earned Value / Actual Cost

CPI > 1 is good CPI < 1 is bad



# Schedule Performance Index (\$)

Does a day of schedule = a day of progress?

SPI(\$) = Earned Value / Planned Value

SPI(\$) > 1 is good
SPI(\$) < 1 is bad</pre>





- At end of project, earned value will always equal planned value.
- Improvement or false indicator?

# SPI - REDUX! (t)

When did we plan to have this much equity?

SPI(t) = Earned Schedule / Actual Time

SPI(t) > 1 is good SPI(t) < 1 is bad





# **Estimating Completion**

- Can assume past performance is indicator of future performance
- Two important estimates
  - Estimate At Complete (\$)
  - Estimated Completion Date (t)
- Can deduce variance at completion(\$ and t)



#### **Estimating Completion**



#### \*Using average of SPI(t)

# **EVM Equation Reference**

- AC = Actual Cost
  - Project cost to date
- PV = Planned Value
  - Expected gain of equity
- CPI = Cost Performance Index
  - Ratio of work done to costs
- SPI(\$) = Schedule Performance Index
  - Ratio of work done to work planned
- SPI (t) = Schedule Performance Index
  - Ratio of earned schedule to current date

- EV = Earned Value
  - Equity earned to date
- BAC = Budget at Complete
  - Planned project cost

# **EVM Equation Reference**

- CPI = EV / AC
- SPI(\$) = EV / PV
- SPI(t) = Earned Schedule(d) / Actual Time (d)
- EAC = BAC / CPI
- Estimated Duration = PD / SPI(t)
- ECD = Start Date + ED
- Cost Variance = EV AC
- CV at Complete = BAC EAC
- Schedule Variance (\$) = EV PV
- Schedule Variance (t) = ES AT
- SV(t) at Complete = ECD PD



# **Project Examples**











































	M1	M2	M3	M4	M5	M6
CPI	0.27					
SPI(t)	0.73					



	M1	M2	M3	M4	M5	M6
CPI	0.27	0.29				
SPI(t)	0.73	0.80				



	M1	M2	M3	M4	M5	M6
CPI	0.27	0.29	0.22			
SPI(t)	0.73	0.80	0.65			



	M1	M2	M3	M4	M5	M6
CPI	0.27	0.29	0.22	0.30		
SPI(t)	0.73	0.80	0.65	0.82		



	M1	M2	M3	M4	M5	M6
CPI	0.27	0.29	0.22	0.30	0.33	
SPI(t)	0.73	0.80	0.65	0.82	0.86	



	M1	M2	M3	M4	M5	M6
CPI	0.27	0.29	0.22	0.30	0.33	0.4
SPI(t)	0.73	0.80	0.65	0.82	0.86	1.0*

#### **Course Correction Framework**

	SPI < 1	SPI = 1	SPI > 1
CPI < 1	Behind schedule & Over budget. Immediate Response	Under estimated resources. Cut scope or add funds	Ahead in time and over budget. Finish early or decrease resources
CPI = 1	Behind schedule. Extend project or add resources	Stay on target!	Ending early. Move date up or decrease resources.
CPI > 1	Under budget but behind. Add resources to catch up	Over estimated resources. Can add resources to end early	Over estimated. Opportunity cost high, end early or go bigger

# **Making the Transition**



### What's Needed

- P&L that provides project cost
- Relatively granular task tracking
  - Need to track scope during development
- Rules for earning value
  - Consistency across projects is helpful
  - Designer sign off after implementation
  - QA team cannot null value, only add potential scope

# **Project Length and Frequency**

- Rule of thumb: 3 months+
- Min frequency should map to sprints



# Maintaining EVM

- Need proper planning processes in place
  - Break out labor costs
  - Identifying initial scope

- Setting up new project = 30m-1h
- Updating a project =  $\sim 15m$
- Review in existing meetings!

# **Revenue Recognition**

- Earned Value can swing wildly
- Break work into phases; claim individually
  - Define type of work in each phase
  - Limit reports per phase to three or four



#### Conclusion

# Earned Value Management

- EVM gives insight into relationship of cost, scope, schedule.
- Useful for projecting project completion
- Provides objective framework for course correction
- Maintaining EVM is easy!

# References

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# Filament's Tool - v2.0

 Google Doc Location: <u>http://goo.gl/RWkavY</u>



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