Most developers, testers, and managers on IT projects are pretty good at recognizing patterns of behavior and gut-level hunches, as in, “I sense that this project is headed for disaster.”

But it has always been more difficult to transform these patterns and hunches into a usable form, something a team can debate, refine, and use. Until now.

In Adrenaline Junkies and Template Zombies, the six principal consultants of The Atlantic Systems Guild present the patterns of behavior they most often observe at the dozens of IT firms they transform each year, around the world. The result is a handbook for identifying nearly ninety typical scenarios, drawing on a combined one-hundred-and-fifty years of project management experience. Project by project, you’ll improve the accuracy of your hunches and your ability to act on them.

The patterns are presented in a quick-read, easy-reference format, with names designed to ease communication with your teammates. In just a few words, you can describe what’s happening on your project.

—Howard Look
VP, Software, Pixar Animation Studios

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—Joel Spolsky
author of Joel on Software

“Who else but these particular authors could mine 150 years of software team experience to capture memorable names for oft-encountered situations? I suspect you will start using these phrases in your work—I already have.”

—Alistair Cockburn
author of Agile Software Development

“This is an absolutely must-read book for everyone running an IT organization. Actually, the lessons in this wonderful book are applicable to anyone running any kind of project-based organization—just about every organization. . . With a dose of courage and this book in hand, you will be able to create a healthy project environment where people can thrive and still deliver consistent results.”

—Lynne Ellyn, Sr. Vice President and CIO, DTE Energy

“Sharp, funny and dead-on-target, the book deserves a wide reading.”

—Christopher Locke
coauthor of The Cluetrain Manifesto

Collectively, the authors have published nearly twenty previous books, including Peopleware, Mastering the Requirements Process, The Deadline, Essential Systems Analysis, Waltzing With Bears, and Process for System Architecture and Requirements Engineering. For brief biographies visit www.systemsguild.com.