## Adrenaline Junkies . . .

"Brilliantly insightful. At one moment you'll think 'Darn, I do that . . . we're toast' followed quickly by the reassurance of 'I'm not the only one. There's hope!"

—**Howard Look** VP, Software, Pixar Animation Studios

"Another masterpiece from the folks who brought you *Peopleware.* Anyone who has survived a software project or two will surely recognize many of these patterns and will be able to learn from most of them. *Adrenaline Junkies and Template Zombies* is a real joy."

—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* 



## **About the Authors**

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.

## **Selected Patterns**

**Brownie in Motion** 

Everyone Wears Clothes for a Reason

One Throat to Choke

The White Line

Seasons for Change

Children of Lake Wobegon

**Rattle Yer Dags** 

**Endless Huddle** 

**Face Time** 

**Project Sluts** 

Soviet Style

**Predicting Innovation** 

**Orphaned Deliverables** 

Paper Mill

**Natural Authority** 

**Testing Before Testing** 

Film Critics

**Dead Fish** 

**Snorkeling and Scuba Diving** 

**Short Pencil** 

**Poker Night** 

"There's No Crying in Baseball"

**Lease Your Soul** 

The Blue Zone

**Telling the Truth Slowly** 

**Counterfeit Urgency** 

**Referred Pain** 

What Smell

Surprise!

Peer Preview

No Bench

**Feature Soup** 

Miss Manners

Silence Gives Consent

**Happy Clappy Meetings** 

The Too-Quiet Office

... plus more than 50 others!

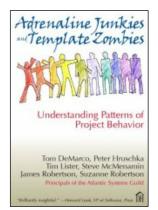


## Adrenaline Junkies and Template Zombies



**Understanding Patterns** of Project Behavior

by Tom DeMarco, Peter Hruschka, Tim Lister, Steve McMenamin, James Robertson, and Suzanne Robertson



ISBN: 978-0-932633-67-5 ©2008 248 pages softcover \$41.95 (includes \$6 UPS in US)

Recognize the Patterns of Behavior that Can Kill Your Next Project—or Save It

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. Citing the patterns of behavior can help you quickly move those above and below you to the next step on your project. You'll find classic patterns such as these: News Improvement • Management By Mood Ring • Piling On • Rattle Yer Dags • Natural Authority • Food++ • Fridge Door • and more than eighty more!

Read more about this book at www.dorsethouse.com/books/ajtz.html