**The Deadline**

“A . . . it’s a technological tour de force. It covers a wide range of topics, from project estimating to metrics, from conflict resolution to dealing with ambiguous specifications. . . . the bullet points alone are worth the price of the book. . . . The Deadline is almost as funny as a book full of Dilbert cartoons, but it’s far less cynical. More important, it contains some profound wisdom and some practical, positive advice for improving the chances of meeting your next project deadline. I highly recommend it.”

—Ed Yourdon, American Programmer

“Since most software managers rise from the ranks of programmers, and consequently don’t have a clue about project management, the situation is ripe for teaching by example. That’s what Tom DeMarco addresses with The Deadline. . . . entertaining—and simultaneously instructive. . . . many valuable techniques.”

—Warren Keuffel, Software Development Fellow, Software Engineering Institute

“On content, Tom has produced a gem. . . . a lot of good common sense coupled with a nice seasoning of wisdom. The way the stories are packaged, the messages are easy to grasp and remember. . . . All in all, this is a relaxing and informative read.”

—Watts S. Humphrey

Fellow, Software Engineering Institute

**About the Author**

Tom DeMarco is a principal of the Atlantic Systems Guild (www.systemsguild.com) and author or coauthor of four best-selling Dorset House books (Peopleware, Software State-of-the-Art, Waltzing with Bears, and Why Does Software Cost So Much?) and a ground-breaking training video (Productive Teams, with Tim Lister).

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- Passing Through Riga on the Way Home

“‘The Deadline’ is dead on. It is a must-read, fun-read for anyone who has ever been, or will ever be, involved in a software project. Tom DeMarco has packaged the collective wisdom and hard-fought lessons learned of leading software prophets, gurus, and oracles into this tantalizing, insightful, and flat-out entertaining ‘novel.’”

—Will Tracz

ACM Software Engineering Notes

“A humorous, fictionalized look at software development . . . offers a balanced approach to project management. The author rightly pinpoints people as the essential foundation of all successful projects.”

—Quality Digest

**The Deadline**

**A Novel About Project Management**

by Tom DeMarco

**Winner of a Software Development Productivity Award**

From prolific and influential consultant and author Tom DeMarco comes a project management novel that vividly illustrates the principles—and the outright absurdities—that affect the productivity of a software development team.

With his trademark wit set free in the novel format, DeMarco centers the plot around the development of six software products. Mr. Tompkins, a manager downsized from a giant IT code factory, finds himself at the head of six different teams all vying for the same resources—people, time, and money. The teams are different sizes and use different methods, and they compete against each other and against an impossible deadline.

With these teams—and with the help of numerous “fictionalized” consultants who come to his aid—Tompkins tests the project management principles he has gathered over a lifetime. . . . These are journal entries that form the core of the eye-opening approaches to management illustrated in this entertaining novel.

“Here’s a management book which is just plain fun to read. The Deadline is an innovative and entertaining story with insightful business principles for team-based project management at the end of each chapter.”

—John Sculley

“From a software development professional’s perspective . . . it’s a technological tour de force. It covers a wide range of topics, from project estimating to metrics, from conflict resolution to dealing with ambiguous specifications. . . . The Deadline is almost as funny as a book full of Dilbert cartoons, but it’s far less cynical. More important, it contains some profound wisdom and some practical, positive advice for improving the chances of meeting your next project deadline. I highly recommend it.”

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