

3 GOOD REASONS TO WRITE SOFTWARE DOCUMENTS

Requirements, interface descriptions, test reports – I hear the same song: “Documentation is boring, costly, and takes time. We’ll maybe do it later.” From what I saw, “later” is almost always “too late”.



COMPLEXITY

Emails are short. Systems are COMPLEX. Communicating complex designs via short emails is rarely a good idea. Requirements, interface descriptions, and other documents are almost inevitable. Without structured life-cycle documents, the project communication will turn into chaos.

HIGH WORKLOAD

Invest a few days in writing a document at the beginning of the project. You will save 10x on reworks, chaotic emails, and endless meetings.

I was replying to too many emails daily, so I wrote an Interface Description. It took me about two days. I sent it to the client for review and approval and got a signed copy back. Suddenly, the emails stopped. For the next three months, there were no more emails. -- Real story, November 2022.

LOW BUDGET

You don’t need all the plans, specifications, designs, test reports, QA, and others just because IEEE standards say so. Write only the documents that support your project communication and save time.