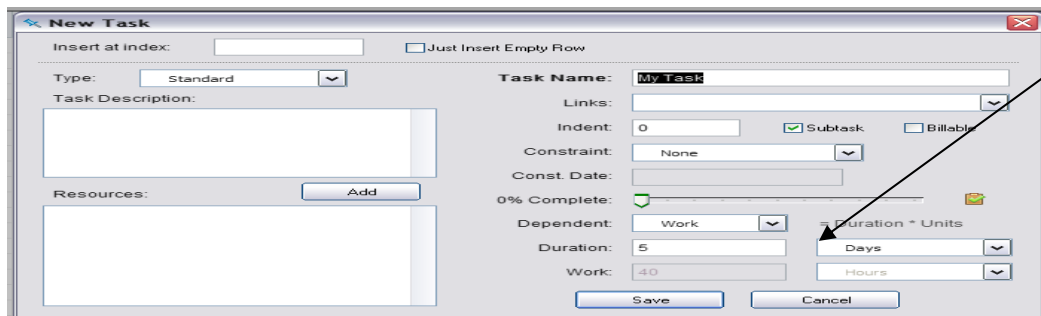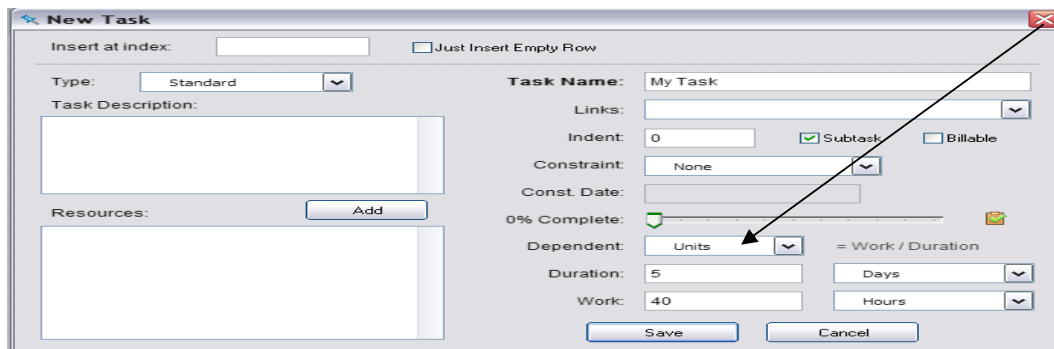# Dependencies in DreamTeam

There are 3 different dependencies that are utilized in DreamTeam.

1.  Set dependency to **Work** – this means all resources will be fully booked for the entire duration.
    Ex:  3 days @ 8 hours/day – all resources will be booked for 8 hours for 3 days
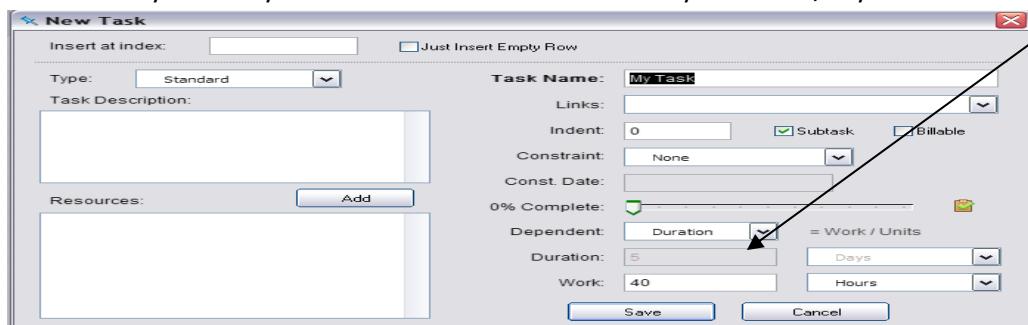    Work is the current default.

2.  Set dependency to **Units** – this is an amount of time spread out over a duration.
    Ex:  Duration      4 days
          Work            8 hours
    This would results in have your resources work 2 hours/day for 4 days

3.  Set dependency to **Duration** – this is an amount of hours/days/weeks divided among resources.
    Ex: 8 hours of work / 4 resources = 2 hours/resource
    Calculates dynamically based on the resources availability % of time/day for the duration

Listed below you will our FAQ on Units vs Work vs Duration.  Further down the page you will also find definitions for the terms in the FAQ.  If you have any additional questions let me know.

Terms used in this FAQ:  Duration, Work and Utilization Level

**Work** (Default):
Allows you to define a fixed duration and a fixed Utilization Level for each Resource.  Once duration, resource(s) and utilization level(s) have been defined the amount of work will automatically be calculated.  Always select Work, as it is the default option.

Example:
• You have a task with a duration of 1 week with a single resource at 100% utilization. DreamTeam will calculate the amount of work as 1 week (40 hours)
• You have a task with a duration of 1 week, with two resources at 100% utilization. DreamTeam will calculate the amount of work as two weeks (80 hours)

**Duration**:
Allows you to define a fixed amount of work and a fixed utilization level for each resource. Once work, resource(s) and utilization level(s) have been defined the duration will automatically be calculated

Example:
• You have a task that requires 2 Weeks amount of Work with a single resource at 100% utilization.  DreamTeam will automatically calculate the total duration as 2 weeks.
• You have a task that requires 2 Weeks amount of work with two resources at 100% utilization.  DreamTeam will automatically calculate the total duration as 1 week.

**Units**:
Allows you to define a fixed duration and a fixed amount of work for a task.  Once duration and work have been defined the utilization level for each resource will automatically be calculated.

Example:
• You have a task that will span a 1 week, but only requires a ½ day of total work.  In this scenario, the resource utilization level would be 10% which is an average of 40 minutes per day.

**Definitions**

**Duration:**
The Period of Time that the task will run.  The duration value can be found in the index in the duration column and in the Task Properties Window in the lower right hand corner.

**Index:**
A listing of Project Tasks by Row Number on the left hand side of the Project Manager Tab

**Utilization Level:**
The amount of effort spent on a task based on a work day.  The Utilization level can be found in parenthesis next to the resource name in the Team column.  If no utilization level is defined, 100% level utilization is assumed.

Example:
• If no utilization level is defined, it is assumed that you will spend 100% of your work day toward the task
• A utilization level of 50% indicates that you will spend ½ of your day towards the task
• A utilization level of 0% indicates that you are assigned to the task, but you will not spend any effort working on the task.

**Work:**
The Amount of Effort required to complete the task.  The work value can be found in the in the Task Properties Window in the lower right hand corner.