Three-Sphere Model for systems management is very important in Project Management. Everything depends on this model and how we handle it. In trying to explain the three-sphere model we must first understand what the model stands for. The model represents three over-lapping spheres, where each sphere represents an entity of systems management. The entities are: Business- This entity should explain what the business objectives of a certain project are, interns of what the costs will be, how the project will affect the various stake-holders and potential or future clients financially and whether it will yield a better income. it requires long term planning and the need to obtain business requirements from stakeholders, whether that be sponsors, sales, or even shareholders as well as to achieve the objectives. It also needs to understand the market, competitors and other external forces. Organization- This entity should explain how and who the project will affect and in what ways, i.e. will the project implementation require training? And who is to be trained? And how? Which is important, because here we can see the top management of the project and how the project manager will take charge of the whole project as well as with his team members. Technology- this entity should explain what are the technological aspects of the project will be and should also prove that the aspects will out do the already existing technology in terms of performance, specifications and profit generation. We need to know how each and every tool and technology work, and we need to know the strengths, benefits, limitations and costs of it.

No technology project of any significant size has an absolute guarantee of success. When projects large or small fail, the reasons usually fall into a narrow set of categories that includes insufficient funding, insufficient commitment, incompetent staff, overambitious goals, and poor management. These reasons can in many cases be traced to a project that is not aligned with the organization’s vision or with an organization has no clear vision.

Any project needs a driving force behind it with access to reasonable additional discretionary funds if needed. Even if a project starts with the ideal staff it is still possible that a problem will arise that they cannot overcome. Any individual or team should attempt projects they are confident they have a reasonable chance of succeeding with, but should never be so arrogant as to think that failure is impossible. Fear of failure and its consequences can be a great motivator to put in the extra effort that is sometime required.

Complex hardware and software can fail from just one mistake, flaw, or overlooked factor in millions of actions or components. Simulation is useful in testing a complex system; it is not a perfect method to find every flaw in a design. Thinking it can is to assume that the simulation is perfect. That is why only one real-life test of a new technology is not realistic for developing a complex system.