**Learning Journal Template**

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**Course:** Software Project Management (SOEN 6841)

**Journal URL:** <https://github.com/Arik39/SOEN6841_SPM>

**Dates Rage of activities:** 4th November 2024 to 8th November 2024

**Date of the journal:** 9th November 2024

### Key Concepts Learned:

* Project Closure: I learned how to close a project, which includes finalizing the deliverables, managing version control of the source code, and archiving the project data. Part of the learning were on how lessons learned are documented as a reference for improvement in the future to avoid repeating the same mistakes.
* Software Lifecycle Models: Software engineering concepts and lifecycle models were introduced. Among the waterfall and iterative models—like SCRUM, great details were provided. Each of these approaches in software development has its benefits and drawbacks, given the requirements of the project. Iterative models were emphasized to be flexible, especially useful in projects with rapidly changing requirements.

### Application in Real Projects:

* The project closure activities provide a clear framework for wrapping up projects effectively. Applying lessons learned and metrics archiving will be particularly helpful in my current projects to refine processes and improve team efficiency.
* The software lifecycle models will guide my choice of development approaches based on project needs. For example, I’ll consider SCRUM for agile projects where frequent updates are needed and the Waterfall model for projects that benefit from a more linear, structured approach.

### Peer Interactions:

* These group discussions on project closure underlined the need for systematically recording lessons learned and version management, as experiences shared by all have proven that without such an approach, mistakes are repeated in new projects.
* The discussions on the life cycle models helped clear when to use Waterfall versus SCRUM, especially for projects with diverging requirements and time constraints. Peers shared examples from their work, which deepened my understanding of the pros and cons of each model.

### Challenges Faced:

* Structuring effective lessons learned documentation was a challenge because it takes time and a thoughtful reflection of the whole project lifecycle. Understanding how to make this documentation detailed and actionable was a key focus.
* Adjusting to iterative frameworks such as SCRUM necessitated a transformation in perspective, particularly for those familiar with linear processes. The management of iterations, feedback mechanisms, and continual modifications introduced a significant learning challenge.

### **Personal Development:**

##### Activity:

* Explored project closure processes to understand the importance of archiving project data and documenting insights for future use.
* Studied software lifecycle models and practised applying SCRUM concepts to smaller projects to get comfortable with iterative development.

##### Reflection:

* The closure activities explained that good documentation, such as lessons learned, is necessary for continuous improvement and smoother transitions.
* The practice of SCRUM has given insights on agile project management: it shows the efficacy of adaptive workflows within dynamic, technology-driven projects.

### Goals for Next Week:

* Practice writing lessons learned documentation to make it more concise and actionable for future projects.
* Apply SCRUM principles to a live project in order to better understand iterative development and also to gain confidence in managing fast-changing requirements.