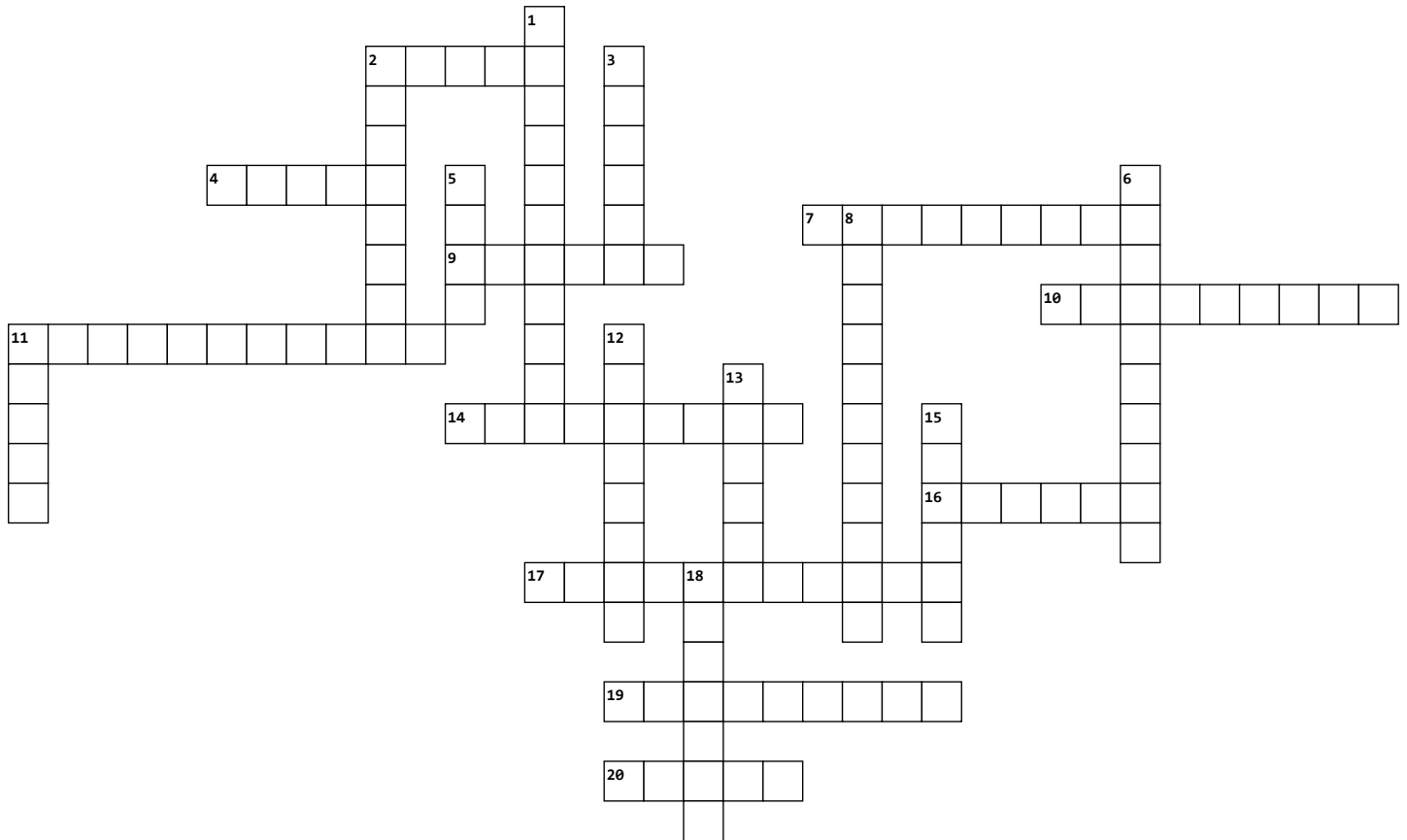


Software Engineering Project Management



Across

- 2.** : Defines boundaries and deliverables
- 4.** : A flexible software development methodology
- 7.** : An early model of the software product
- 9.** : A short, time-boxed development cycle
- 10.** : A significant event in project timeline
- 11.** : Anyone affected by the project
- 14.** : A repeat of development steps
- 16.** : Phase after requirement gathering
- 17.** : Phase involving bug fixes and updates
- 19.** : A linear, sequential software process model
- 20.** : A chart showing project schedule

Down

- 1.** : Tangible output of a project phase
- 2.** : Planned timeline for tasks
- 3.** : A method using boards to visualize workflow
- 5.** : An uncertain event that can impact a project
- 6.** : Installing the system in the real environment
- 8.** : What the system should do
- 11.** : An agile framework with sprints
- 12.** : Phase to understand system requirements
- 13.** : A unit of software that can be developed separately
- 15.** : Total cost estimate for a project
- 18.** : Process of verifying software correctness