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Course: SOEN 6841 Software Project Management

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Week 1: January 18 - January 24

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Key Concepts Learned:

1. What is project management?
    a. It is defined as an activity started to reach a specific goal in a certain time using the available resources.
    b. A project consumes: Resources, Budget and Time

2. What is software project management?
    a. It can be defined as applying project management and software engineering methods to develop or maintain a software product to reach its end goal in minimum time and budget and with all the available resources.
    b. The process involves Project Initiation, Project Planning, Project Monitoring and Project closure.

3. Importance and problems in project management
    a. Software projects are growing rapidly and are contributing to the economy and helping people improve their lives.
    b. There are still many challenges faced when building software, for example, lack of proper skills, immature tools, etc.
    c. Despite many problems, it is being done and can be done by using proper software project management techniques.

4. Processes in software projects
    a. Processes in software are defined as the way of doing things.

5. Factors influencing a software project
    a. Customer Management, Team Management, Software development model, Supplier Management, Technology Management

6. Requirements to be a Successful Software Project Manager
    a. Understands the project in and out
    b. Understands team management
    c. Understands tools and technology

7. Software project initiation
    a. Software project initiation involves project charter, project scope, project objectives, initial time and effort estimation

8. Project Charter, Project Scope and Objective

a. It is a crucial document that defines the project's purpose, scope, objectives, stakeholders, and overall goals.
b. Project scope refers to the detailed definition of the deliverables, features, functions, and characteristics of a project.
c. Project objectives are the set of goals to be met when the project is completed. If they are not met, the project will be considered a failure.

Application in Real Projects:

1. This week mainly consisted of the basics of project management and how it is crucial to use project management, It sets the foundation for effective planning and execution.

2. I will try and implement these project management practices in the next software side project I start.

Peer Interactions:

1. Discussed the case study from chapter one in the class.

2. Had a healthy discussion on why project management is required in the field of software.

Challenges Faced:

1. Being a software developer, learning these concepts is a bit challenging because it involves a whole lot of things to take care of while starting a project.

Personal development activities:

1. Started exploring more about software project management and how it makes the whole development journey easy for both developers and customers.

Goals for the Next Week:

1. Start with the project initiation and market analysis of the course project.

2. Go through chapters 3 and 4.