LEARNING JOURNAL

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Journal 1: Key Takeaways from Project Management & Project Initiation Introduction Class

The following are the main concepts I took away from today's class on project management and project initiation:

- **Project definition and it's key characteristics.**
- **Various project phases.**
- **Industry and project-related subprocesses.**
- **General understanding of various tasks and activities under project initiation, product initiation, and product implementation**
- **Waterfall model operation**
- **Quality metric characteristics of a software project**
- **Key roles and responsibilities in a software project and how they differ.**
- **Meaning of a project charter, how important is it, and what does it contain?**
- **Project objectives are SMART goals that quantify and define a project's success.**

Additional Observations and Insights

Beyond the core concepts, the following points caught my attention:

- A project is any activity that has a specified goal to be achieved within a specific timeframe (has a definite start and finish date) and budget. Software projects are no different from other types of projects, however they can present challenges during development.
- Routine jobs are less uncertain on the uncertainty scale than exploration tasks, which have the highest level of uncertainty, while projects are in the centre.
- The same tasks and activities from the project's initiation phase are included in the software product implementation tasks.
- The planning, monitoring, and control phase of the waterfall model includes industry-related subprocesses.
- A project manager's primary duty is to supervise the software project lifecycle, however I'm not clear how this differs from the manager's job description on **slide 20**.
- The project charter is a crucial document prepared by top management that outlines the project's purpose and objectives. It defines the project scope and boundaries, provides an initial schedule, and includes cost estimates covering human resource salaries, hardware, and software expenses. Additionally, it details stakeholder information and requires their approval through signoff.
- Once the initial cost and project schedule are refined and finalized, they will be established as a baseline. This baseline will serve as a reference for comparing actual project expenses and the time taken for project completion in the future.

- One aspect that piqued my curiosity was the ability to define the required quality level of a software product within the project scope. This led me to explore whether developing an acceptable low-quality software product is possible. I found that in certain cases, such as MVPs, prototypes, and low-risk projects, lower quality may still be considered acceptable. However, the level of acceptability ultimately depends on the specific use case, target audience, and industry standards.