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### **Key Concepts Learned**

The key ideas of how a software project uses time, money, and resources while trying to accomplish a particular objective within the allotted time are examined in Chapter 1. The primary software process described the steps involved: planning, execution, and initiation. Incorporating software engineering concepts for effectiveness and quality in monitoring and closure. The issues raised, which set software projects apart from those in other industries, include the need for high levels of innovation, diverse cultural workforces, and immature tools. The tasks of the software project manager were primarily covered in detail, along with the key roles of leaders, managers, scrum masters, and project managers. The main differences between each role and their responsibilities were discussed, including the fact that the project manager balances scope, time, and cost constraints, the manager concentrates on operational efficiency, the scrum master is primarily responsible for removing obstacles in Agile teams, and the leader inspires and motivates the entire team.

Moving on to Chapter 2, the project initiation was thoroughly explained, including the project charter, the scope of clear objectives and deliverables, and the importance of boundaries in preventing scope creep and bringing expectations and reality into alignment. The project size, effort, and cost estimates serve as a rough guide for planning and resource allocation, ensuring feasibility and stakeholder alignment. The projects are segmented into smaller tasks, and the order of importance determines which task should begin first. Project division is explained clearly, and a method or tool for estimating effort and cost is used. Additionally, how the project is started using an iterative model, which emphasizes smaller, incremental developments and provides flexibility and adaptability to changes, as well as how some objectives should be SMART and how they can be accomplished once certain specific goals are met, like Objectives include user satisfaction with the software product, analyst goals include precise requirements, and developer goals include ensuring software reliability.

### **Application in Real Projects**

The importance of Inception: Project success depends on charters, scope, and budgets. Managers can better control expectations from the start when stakeholders are involved early on. Deliverables are continuously evaluated by the agile methodology, which basically enables improved project deliverable integration with a lower risk of scope creep due to shifting requirements. Technology: A project's maturity, team knowledge and resources, and goals for effective and efficient use of technology must all be taken into consideration when selecting the right technology. In an effort to identify and stop the flaws that come with virtual teams and avoid delays altogether, the Chapter 2 risk management plan, which outlines risks and responses, will be implemented.

<b>Peer Interactions</b>
Talked about project charters, project scope, and project objectives with teammates in order to learn about various project launch strategies. It was determined what a job, exploration, and project are, as well as the distinction between a project and a software project. Discussed topic analysis and poster presentations to learn the creation/evaluation vernacular and comprehend the idea of SMART objectives.
<b>Challenges Faced</b>
Our biggest obstacles were the unpredictabilities of a software project with Invisibility and the difficulty of estimating due to arbitrary compliance. Because we were unaware of the limitations compared to real life, we had trouble estimating time and money for made-up projects.
<b>Personal development activities</b>
Increased knowledge and dispelled misconceptions about software projects, related individuals, tools, and technology, as well as project management in relation to specific metrics attained through project initiations. Additional resources were referred to for a thorough comprehension of the project charter, project scope, and project objectives.
<b>Goals for the Next Week</b>
To go through the further chapters in the Book and make a note of important key points To discuss with Teammates regarding our project topic and to divide the work.