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Key Concepts Learned
<p>In Chapter 1, the important concepts of how the software project consumes resources, budgets and the time while aiming to achieve the specific goal within the timeframe are explored. The main key software process explained how the process includes initiation, planning, execution, monitoring, and closure, integrating software engineering principles for quality and efficiency. The challenges mentioned include immature tools, diverse cultural workforces, and the high innovation required, distinguishing software projects from other industries. Mainly the responsibilities of the software project manager was discussed in detail with key roles such, Leaders, Manager, Scrum Master and Project Manager and what are the main difference between each role and their responsibilities like Project Manager balances the scope, time and cost constraint, Scrum Master is primarily responsible for removing blockers in Agile teams and Manager focuses on Operational Efficiency and Finally the Leader who inspires and motivates the entire Team.</p> <p>Now moving on to Chapter 2 the Project initiation was explained in detail about the project charter and the scope of clear definitions of objectives, deliverables, and how the boundaries are vital to prevent scope creep and align expectations with reality with the rough estimation of the project size, effort, and cost estimates guide planning and resource allocation, ensuring feasibility and stakeholder alignment and how the projects are broken down to smaller task and then decided which task should start first and which to next based on their priority. Clear explanation of Project Division, a tool or technique to estimate the cost and effort. Also, how the project initiation is in Iterative Model, as Iterative models focus on smaller, incremental developments, offering flexibility and adaptability to changes and how some Objective should be SMART and how it can be achieved when some certain goals are achieved such User satisfaction with the software product are objectives and accurate requirements are Analyst's goal and finally the developer's goal is to make sure that the software is reliable.</p>

Application in Real Projects
<p>The value of Inception: Charters/scope and budgets are necessary for project success. When stakeholders come in at the beginning, managers can more appropriately manage expectations from the outset.</p> <p>Agile approach continuously assesses deliverables which, essentially, allows for better integration of project deliverables with less likelihood of scope creep from changing requirements.</p> <p>Technology: The correct technology must be chosen for a project based on maturity, team knowledge and resources, and objectives to use technology efficiently and effectively.</p>

The Chapter 2 risk management plan detailing risks and responses will be applied in a hope to pinpoint and prevent shortcomings that come with virtual teams so that delays do not occur in the first place.

#### **Peer Interactions**

Discussed with Teammates to understand Project Charters, Project Scope, and Project Objectives to discover different ways to launch a project.  
The difference between a Project and a Software Project was identified, as well as what a Job, Exploration, and Project are.  
Discussed on **Topic Analysis/Poster Presentations** to understand the concept of SMART objectives and learn the creation/evaluation vernacular.

#### **Challenges Faced**

The main challenges we faced are the uncertainties of a software project with Invisibility and arbitrary compliance make for difficult estimating.  
We struggled with time and budget projections for made-up projects because we weren't aware of what constraints relative to real life would be.

#### **Personal development activities**

Expanded understanding and cleared up misunderstandings regarding software projects and associated people and tools/technology, and project management relative to certain metrics reached via project initiations and directed to additional resources for complete understanding of project charter, project scope, project objectives.

#### **Goals for the Next Week**

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.