All software development involves essential tasks that include transforming concept into reality and accidental tasks that include representing the concepts in programming and machine language. A number of approaches can help with essential parts – exploiting what can be bought in mass market, using rapid prototyping to fix software requirements, growing features iteratively while they are in use, developing conceptual designers of rising generation. The essential difficulties of Software engineering include complexity. Software is the most complex entity for its size with complex non-linearities. Unlike other disciplines, software development has no objective conformity. It’s subject to constant change that increases entropy. The invisibility of software also makes agreement hard. In order to make improvements, refinement and rapid prototyping, incremental development, great designers is required.