Learning Journal Template

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Course: Software Project Management

Journal URL: https://github.com/arextron/SPM---Journals.git

Dates Range of activities: 9rd September to 20th September

Date of the journal: 19th September

Chapter 1 & 2

Key Concepts Learned

- Project initiation - Project Charter - Project Scope - SMART goals.
- Decreasing the risk of being overly vague by emphasizing the importance of setting.
- Discussed cost estimation and planning project completion schedules.

Application in Real Projects

- SMART objectives, Stakeholders Management, Scope Management.
- Used a smart framework for objectives in a real project; precise and quantifiable.
- Going across the cohesion management to scope changes; it was suggested that collaborative tools be utilized for the purpose of live scope management.

Peer Interactions.

- Shared the project charters with other students and addressed typical outlines and initiation templates and/or other introduction materials.
- Feedback provided assisted in the realization of better quantifiable goals within the project objectives.

Challenges Faced

- Cost Estimation, Schedule Management, Scope Management.
- The main challenges were related to accurately estimating costs and scheduling.
- Difficulty in managing scope change within a cross lumped team.

Personal Development Activities

- Read Waterfall vs. Agile – Task Monitoring.
- Investigated water and agile approaches for the purpose of enhancing project initiation.

Goals for the Next Week

- Cost Estimation, Management of stakeholders, Management of Risks.
- Time will be spent on literature focusing on cost estimation.
- Make the initiation of projects include better staying within the limits of the stakeholder management.

Chapter 3

Key Concepts Learned:

- Need based estimation is necessary for software projects, and there are the following methods:
    - Experience-based techniques (Estimation by Analogy, Expert Judgment).
    - Algorithmic models (COCOMO II) that make use of formulas to predict how much effort is to be put in based on the attributes.
- Function Point Analysis (FPA) is one such technique that evaluates the functionality of a software application in terms of specific data and transaction functions.

Application in Real Projects:

- In GRC projects used estimation techniques so as to better predict project effort, more so Estimation by Analogy with respect to same structures.
- In regard to newer technologies, COCOMO II works well since it gives an option of providing flexible estimates to cater for such unknowns.
- FPA could have been useful for resource planning looking into the future and also for maintenance monitoring.

Peer Interactions:

- They were involved in discussions on the limitations, COCOMO II was highlighted specifically for real time systems.
- Discussion on Wideband Delphi made it clear that the consensus of the results in reduction of estimation uncertainty.

Challenges Faced:

- The adoption of the algorithmic models to apply it on iterative projects is a limiting factor.
- It is hard to use estimation by analogy as historical data is quite limited.
- The evaluating of the effects of the project dependencies on the project timelines still remains a challenge.

Personal development Activities:

- Went through discussion on the issue of advanced cost estimation and a discussion about the COCOMO II models with co-workers.
- Engaged in estimation refinement by means of JIRA, Trello etc.

Goals For the Next week:

- Supposed to focus on how to amend estimation techniques to suit agile projects.
- Research resource estimation for distributed teams.
- Use FPA and COCOMO II within a practice simulation for more accurate results.