

Learning Journal Week 1

Student Name: Jasmanpreet Kaur Bedi

Course: SOEN-6841: Software Project Management

Journal URL: <https://github.com/jasmanpreet0209/Software-Project-Management-Learning-Journals>

Week 1: January 18 – January 24

Date: January 23

Key Concepts Learned:

Week 1 commenced with the exploration of fundamental concepts in software project management, encompassing the following key points:

1. What is a project and what are the characteristics, Phases of software Project Management:

Activities that are not repetitive and have a definite start and end time constitute a project, whereas any activities that are simply a repetition, even if they involve some changes, are termed as a job. A project requires the allocation of resources, a budget (which needs to be determined initially, even if there is a deviation at the end of the project), and time needs to be given and estimated (can be done in terms of man-hours). The different phases of project management include:

- Project Initialization
- Planning a Project
- Project Monitoring and Control
- Project Closure

2. How is it determined if a project will be done or not?

Market analysis helps in determining whether a project can be pursued. It is the process by which a market opportunity is identified, followed by additional research on the types of projects that exist. This research assesses whether investing time and resources in a project would be feasible and beneficial. A software product is developed using market research data.

3. What is Configuration Management

Requirements are continuously evolving, and thus, work done on a software product also needs to keep changing accordingly. Project managers need to acknowledge that requirements are subject to change and should take appropriate actions accordingly.

4. How is it determined if a software process needs improvement?

Management metrics are used to determine the improvement scope for a process. They are essential to ensure that product quality is always under control, and improvements are made wherever there is scope. When selecting any measurement metrics for a project, the essential point should be that

they are relevant and meaningful to the project. Several tools are available under Software Project Control methods, such as Check Sheets, Histograms, etc.

5. Project Initiation and the activities associated with it

The following activities are performed during Project Initiation:

- Estimating initial project size which can be subject to change
- Estimating initial project effort (possibly in terms of man hours) and costs, budget
- Creating initial project schedule
- Feasibility study
- Technique of project division is used.

6. Project charter vs Project Scope vs Project Objectives

- Project Charter is a very broad level classification. It contains the business goals for which the project is being initiated.
- Project scope contains requirements, features, determines volume of work by considering number of features and the quality of the work. It keeps changing as the requirements change.
- Project objectives consist of clearly defined objectives that need to be met by the completion of the project. If any of the objectives are not met, then project is considered as a failure.

Application in Real Projects:

The significance of all key learnings becomes evident in their application to real-life projects. The material covered in week 1 provided me with insights into the essential elements of a software project and its initiation. It describes the various phases involved in project management and identifies the activities associated with each phase. In every real project, a designated project manager assumes a pivotal role, overseeing the crafting of project scope, charter, and objectives, which are integral components during the project initialization phase.

These acquired insights will be directly implemented in our ongoing project - the Educational Gamification Platform. Upon reflection, I compared my current learnings with past experiences and observed a consistent pattern. In every role I've undertaken, projects initiated from scratch invariably involved the software project management process and initiation principles learned in week 1.

Peer Interactions:

I engaged with my peers to acquaint myself with new faces and tried to assemble a team for both the group project and posterathon. We delved into discussions regarding the methodology for conducting market

analysis, particularly if it were to be incorporated into our project. Additionally, I conversed with friends about the various courses we are enrolled in, exploring the content and materials covered. Our discussions revolved around understanding the potential benefits of these courses, and what insights and skills we anticipate gaining from them.

Challenges Faced:

During Week 1, I grasped most of the concepts, but I encountered a bit of confusion regarding the distinction between Project Management and the Software Development Life Cycle (SDLC). To clarify this, I delved into relevant book chapters and extensively researched online. Through this process, I arrived at the understanding that SDLC functions as a subset of project management activities.

Personal development activities:

I started Learning about Node.js to upskill myself for the software developer roles by starting a course on Udemy, and I also pulled some sample front end websites and now I am trying to create a backend for the same.

Goals for the Next Week:

In the upcoming week, my objectives include thoroughly reading chapters 3 and 4, gaining a comprehensive understanding of the concepts through case studies and exercises. Additionally, I aim to engage in discussions with my teammates regarding the project assigned to us, advancing its initiation phase collaboratively. On a personal level, I aspire to make significant progress in learning Node.js and take the initiative to work on the backend independently.