ePortfolio: https://kalaitzakisant.github.io/ePortfolio/sepm.html

Software Engineering Project Management - Reflection

During the Software Engineering Project Management module, I came across a few novel terms and theories I was not familiar with before.

The Software Engineering Project Management module was designed to provide students with a concrete understanding of the principles and requirements of project management, the tools available that can be used to assist a project manager, and the proper techniques to manage customer emotions.

In the Software Engineering Project Management module, all students were divided into two groups, and therefore almost all assignments were completed as part of a group. I was a part of Group 1, along with six more classmates.

In the first weeks of the module, I was mostly focusing on gathering the requirements for the upcoming assignments, along with getting to know everyone in my team. I was feeling excited to start a new module, especially one with so many universal applications.

Throughout the first two weeks, I learnt about the common reasons behind project failures, and the best ways to mitigate them. Mitigation strategies include better communication within the team, thorough planning, good budget management, and more.

In the third week, I learnt about the Software Development Life Cycle model and its seven phases: planning, analysis, design, development, testing, implementation, and maintenance.

The SDLC model helped my team and me in the assignments we delivered in the upcoming weeks.

In the fourth week, I had the chance to learn about Python and the data structures it uses. Even though I already knew about data structures, studying them again was a nice refresh of my knowledge.

In the fifth week, I learned about the importance of user experience and software usability when managing a new software project. The module was focused mostly on the factors that affect the user experience, rather than the techniques to deliver a positive user experience, however, it still was an enlightening week.

In addition to the reading part of the week, my team and I were spending a lot of time talking and chatting to get our assignment for next week ready.

In unit six I was mostly committed to completing our first team assignment on time. For this assignment, my team and I were tasked to create a thousand-word report for the development of a toy software for Group 2. We, therefore, had to come in contact with Group 2 and product a list of requirements that our client had to include in our design. As the assignment was only a thousand words long, we developed it together as a team, rather than delegating specific tasks to each member.

This week's assignment was a great opportunity for me to utilise a big part of the theory I learnt during the past weeks, including the SDLC planning, the user experience techniques, and more.

Before the start of the seventh unit, we had a two-week Christmas break. This break made it harder for me to concentrate on this week's requirements, but it was of course well-received. In unit seven and eight I studied the estimating methods and common tools for

planning. Specifically, my team and I focused on the Gantt charts and Scrum framework for planning our tasks.

In unit nine, I studied the concept of software quality and the appropriate tools to successfully test and validate software code. At this point in the module, it was quite evident that the theory was targeted for the upcoming assignment where we will have to develop a prototype of the game for our client.

In the tenth week of the module, I continued to study about software quality monitoring, specifically in Python. During this week, I studied about Python linters (such as Flake8 or Pylint) and how software quality has evolved over time.

Additionally, during this week my team and I were working tirelessly and in accordance with our planning tools to gather and complete all tasks and documents required for our second assignment that was due next week.

During the eleventh unit, my team and I were working on our final assignment. For this assignment, we had to prepare multiple deliverables: our developed game, all team deliverables (meeting notes, sprint plans, risk assessments, etc.) and a PowerPoint presentation that would describe the project and its status along with an audio transcript file, prepared for a non-technical audience. In this assignment, I was mostly focusing on preparing the presentation slides and the audio transcript we would record.

Week eleven was very hectic, but thanks to the final assignment, I was able to implement almost all the knowledge I gained from all previous weeks. Additionally, the feedback from our previous assignment helped us to correct some of our mistakes and create a more thorough assignment.

During the twelfth and final week of the module, I wrote the HTML code for my e-portfolio submission. Furthermore, I organised all my individual and team deliverables into my GitHub account to include in my e-Portfolio page.

Following the completion of the Software Engineering Project Management module, I am confident that I have gained a robust knowledge in the principles of managing a project successfully, focusing on both failure mitigation and creating a positive user experience. While I do not believe I will manage a professional project soon, I will surely have the knowledge of the skills a project manager needs, and I will know where to look for improvement.

Lastly, I cannot help myself but feel proud for my team and myself for not only completing our assignments successfully but for creating an environment where everyone can work on what they do best.