Learning Journal – 1, Chapters 1 and 2

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Course : Software Project Management – SOEN 6841

Journal URL : https://github.com/thxrun180/SOEN6841.git

Date Ranges of Activities: Jan 16,2025 – Jan 23,2025

Date of Journal: Jan 30, 2025

Key Concepts Learned:

From Chapter 1, I learned that software projects consume resources, budgets, and time, while working toward specific goals within a defined timeframe. Key software project processes include initiation, planning, execution, monitoring, and closure, integrating software engineering principles for quality and efficiency. Additionally, software projects differ from other industries due to challenges like invisibility, complexity, flexibility, and conformity. The roles in project management were also highlighted:

Project Manager – Balances scope, time, and cost constraints.

Scrum Master – Removes blockers in Agile teams.

Manager – Focuses on operational efficiency.

Leader – Inspires and motivates the team.

From Chapter 2, I explored project initiation, focusing on the project charter, scope, and objectives. I learned how defining clear deliverables and boundaries is vital to preventing scope creep. The SMART criteria for defining project objectives ensure they are Specific, Measurable, Achievable, Relevant, and Time-bound. A key takeaway was project division, which helps estimate effort and cost effectively. I also learned how iterative models support incremental development, making projects more flexible to changes.

New Terms introduced:

S – specific, well defined

M - measurable

A - achievable

R - relevant

T - time constraint

Application in Real Projects

Any organized project can benefit from these lessons, which guarantee effective work management during the requirements gathering, development, and release stages. Effective planning lowers risks and delays by assisting teams in aligning with goals and expectations.

When a business launches a new e-commerce platform, for instance, it goes through stages including design, development, testing, and deployment. While preserving quality, project management guarantees efficient budgeting, scheduling, and risk assessment. Estimates for

finances, timelines, and important deliverables are established at the start to match stakeholder expectations.

Market research, feature definition, and cost estimation are all part of the software product initiation process. A project charter guarantees efficient execution by outlining the goals, timetable, and scope. Throughout development, priority and estimation are improved when activities are divided into smaller components.

Through iterative planning and frequent monitoring, a well-managed project maintains its flexibility and successfully completes within the allotted time and financial limits.

Challenges Faced

Uncertainty in Software Projects: The complexity of compliance and invisibility make software project estimating challenging. Time and Budget Estimation: Because time and budget restrictions are frequently abstract in nature, it was difficult to forecast realistic ones for projects.

Peer Interactions

Discussed Project Charters, Project Scope, and Objectives with teammates to explore different project initiation strategies. Debated the differences between Jobs, Exploration, and Projects to gain a better understanding of project classification. Participated in topic analysis and poster presentations to learn how to set and evaluate SMART objectives.

Personal Development Activities

Expanded my understanding of software projects, roles, and tools by reviewing project management processes and metrics. Explored additional resources on project charter, scope, and objectives to improve my grasp of initiation processes.

Goals for the Next Week

Continue reading upcoming chapters in the book and summarize key takeaways. Discuss with teammates to finalize our project topic and divide responsibilities accordingly.