Software Engineering Notes
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REFERENCES
- Introduction to Software Engineering course at the University of Toronto

PRODUCT MANAGEMENT
- About solving customer's problems by deciding on what development team should build.
- A successful software project needs a balance of tech, UX, and business (domain).
- ==*Users*==: people who use the product you build.
- ==*Customers*==: people who pay for the product you build.

Determining What Software to Build
1. Define high-level product goals. Answer who, what, why focusing on problem and users not product.
2. Understand what users need using personas, e.g., user stories: As <role>, I want <action/desire>, so that <benefit>.
   a. ==*Acceptance Criteria*==: conditions a product must satisfy to be accepted by user in story.
3. Product design: build a minimal prototype, UI, how it works, check with stakeholders (users, customers).

Lean Project Management
- Build a prototype that is minimal, MVP (minimum viable product)
- [==TODO==] Lean startup: https://theleanstartup.com/principles