**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>.
   1. ***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>