

Project Management for Software Companies: 5-Day Bootcamp

2027 00000 9 - 5
Accra (Ghana)

UK Traininig

PARTNER





The Program Flow

Day 1: Foundations of Software Project Management

- Understand software project management principles.
- Explore software development lifecycles and delivery approaches.
- Review agile methodologies, including Scrum, Kanban, and XP.
- Understand the role of the project manager in software environments.
- Create project initiation documents and project charters.

Day 2: Planning and Estimation Techniques

- Gather and organize software project requirements.
- Apply user story mapping to clarify product needs and delivery priorities.
- Develop Work Breakdown Structures for software projects.
- Use estimation techniques such as story points and T-shirt sizing.
- Plan sprints, releases, resources, and delivery milestones.

Day 3: Agile Execution and Team Management

- Facilitate daily stand-ups and sprint reviews effectively.
- Use burndown charts and velocity tracking to monitor progress.
- Manage distributed and remote software teams.
- Support collaboration between developers, testers, product owners, and stakeholders.
- Apply conflict resolution and motivation techniques to improve team performance.

Day 4: Quality Assurance and Risk Management

- Integrate QA processes into agile software environments.
- Understand testing workflows, acceptance criteria, and quality gates.
- Apply continuous integration and delivery practices.
- Identify and mitigate risks specific to software projects.
- Manage change requests, technical uncertainty, and shifting priorities.

Day 5: Project Monitoring, Control, and Closure

- Define key performance indicators for software projects.
- Build agile reports and dashboards for stakeholder visibility.
- Manage scope, feature creep, and delivery expectations.
- Conduct retrospectives and capture lessons learned.
- Apply continuous improvement practices to strengthen future software delivery.

Individual Impact

- Build confidence in leading software projects using agile methods.
- Improve estimation, planning, prioritization, and resource allocation skills.
- Strengthen team leadership and distributed team management capabilities.
- Gain practical understanding of QA, testing, CI/CD, and software delivery risks.
- Improve communication with technical teams, product owners, and stakeholders.

Work Impact

- Improve software project delivery speed, quality, and predictability.
- Strengthen agile adoption and team productivity.
- Reduce risks linked to unclear requirements, scope creep, and technical uncertainty.
- Improve stakeholder satisfaction through better reporting and communication.
- Support continuous improvement in software development and project delivery practices.

Training Methodology

This program combines software project management concepts with practical application through:

- Software project case studies and delivery scenarios.
- Agile methodology and ceremony simulations.
- Requirements gathering and user story mapping exercises.
- Estimation, sprint planning, and release planning workshops.
- QA, CI/CD, risk, and change management activities.
- Agile reporting, dashboard, retrospective, and improvement exercises.

Beyond the Course

Upon completion, participants will be able to:

- Implement agile methodologies effectively in software projects.
- Improve estimation accuracy and resource allocation.
- Lead software teams with stronger communication and collaboration.
- Manage risks, scope, quality, and changing requirements more effectively.
- Use agile dashboards and KPIs to monitor delivery performance.
- Apply continuous improvement practices to optimize team and project outcomes.

A graphic of a chessboard with several pawns. In the foreground, a large gold king piece stands prominently. Behind it, several smaller pawns in silver and gold are positioned on the board. The background features concentric circles emanating from behind the king piece.

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