Aingty Eung (013462772) Sec: 5

Lesson Learned Paper

System Use Cases

- PostProducts
- SendPublic AvailabilityNotice
- ManageDefect OfProduct
- CompleteSaleOfProduct
- BidOnProduct
- CompletePurchase
- Publish Availability Notice
- Determine Winning Bid
- Publish Winning Bid

Inventory Manager

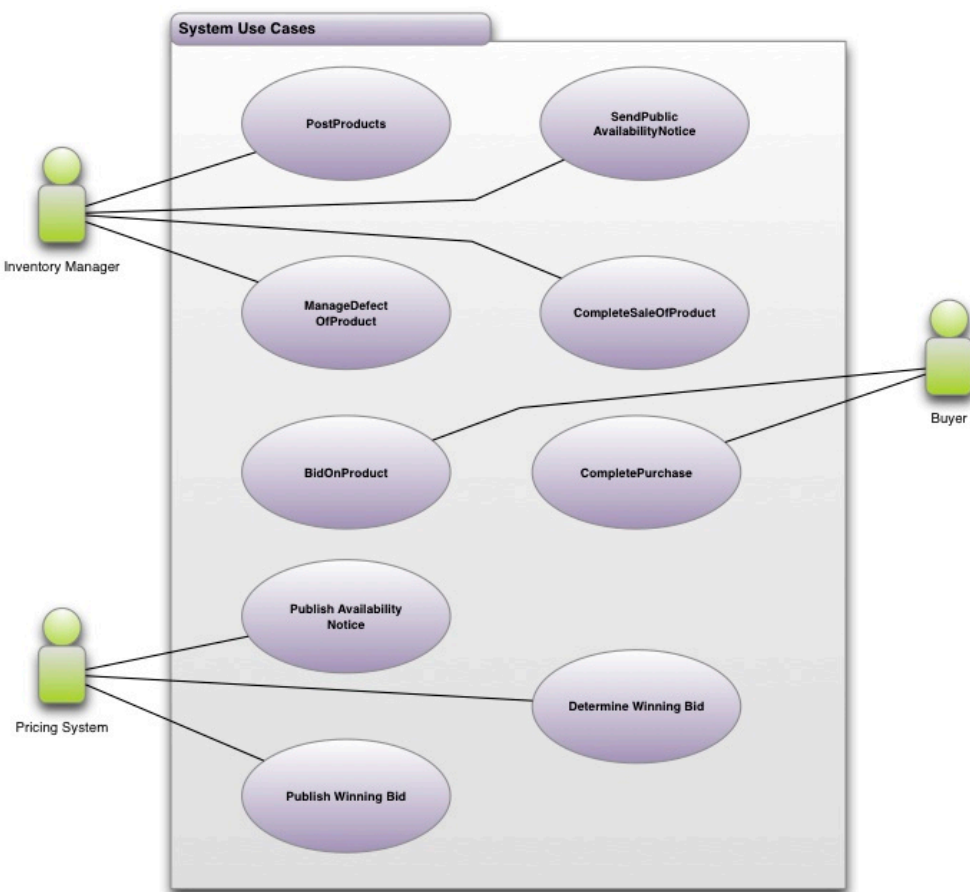Buyer

Pricing System

Lesson #1: Reasonable Scrum Size

A. Positive

B. None

C. Once we learned how to manage our scrum size, the group managed to hit every issue for each sprint and retrospective.

Lesson #2: Different coding mentality for the group

A. Negative

B. From the beginning of the project, every coding member should speak on their own behalf. Therefore, any struggle with a new language can be hashed out.

C. It was though going full javascript and html since these languages are not taught in any CECS class.

Lesson #3: Pair Programing

A. Positive

B. N/A

C. Having a "Partner in Crime" is so helpful because we could bounce ideas off each other. Especially when each of the pair has diverse coding experiences.

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Lesson #4: Other classes involvement

    A. Negative

    B. We couldn't experience the full AGILE methodology because of other assignments getting in the way.

    C. Procrastination would definitely not work in this methodology due to the constant meeting and check ups.

Lesson #5: Constant feedback

    A. Positive

    B. N/A

    C. The scrums and sprints are very helpful because we get to regroup every class to review our work as well as prepping for the next 2 weeks.

Lesson #6: Cloud Server usage

    A. Positive

    B. N/A

    C. To accomplish our goal we used Google Cloud Server to run the application as well as maintaining the Mongo Database.

Impression of 491B:

CECS 491 A & B is a wonderful class to have as a Senior Project. It introduce us into a working environment that is a fair representation of the real world, aside from the external works/homework from other classes. With that being said, about three weeks into the second semester of 491, I was able to adapt to the extra works and found a routine that allowed me to spend, roughly 6 hrs per week, time on the project. This was enough time spend on the project because we were able to clearly define our issue per sprint. Allowing time to work on small issues at a time, made the project more enjoyable. So I was always looking forward to work on the project because of the freedom that we had picking our project. It was, without a doubt, a great learning experience because these two classes are structured in a way that cannot be describe in a single term of unified coding languages, lesson taught, etc. I cannot express how much I've learn when more freedom is given to the developers.