Post Mortem Report

- Team Behroz

Group members:

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Introduction to the report

The contents of this report involves our experience in this software project along with the technique we have been using and also how the technique was applied in the practice. Besides the experience, a reflection about the teamwork and its benefits and drawbacks of this technique will be discussed.

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1. Process and Practices

The process that we used in this project was agile and scrum methodology. In practice, we did not follow the scrum theory accurately. We used a product backlog on a web-based application named Trello (www.Trello.com, picture on page 8).

Along with the development, we had three meetings on a weekly basis. The first meeting was what we called "demonstration-day". On the demonstration-day, we showed our supervisor our accomplishments from the previous week and got feedback on our work. The second meeting was the "sprint-meeting" where we planned the following week and took one or several cards from the product backlog. Occasionally, there was some adding cards to the product backlog as well. On the third meeting of the week, we had what we called a "weekly-scrum" instead of the "daily-scrum" as it suited us much better. On the "weekly-scrum", which was as short as 20 minutes, we used it to update all group members of how much progress one another had made and to help any group member that have been having difficulties with a card.

These meetings was scheduled Tuesdays, Wednesdays and Fridays. On the other days of the week, we had one or two sessions of coding together.

2.   Time spent on project

Time spent on project, representing one week.
Approx.   21 hours each week.

Group member:	Tuesdays	Wednesdays	Fridays
Akar:	60 min	120 min	30 min
Behroz:	60 min	120 min	30 min
Danijel:	60 min	120 min	30 min
Rami:	60 min	120 min	30 min
Sebasthian:	60 min	120 min	30 min
Soroush:	60 min	120 min	30 min
Summary:	360 min	720 min	180 min

3.   Pros and cons with the scrum activities/technique

Our scrum activities which was the demonstration, sprint-planning, weekly-scrum and pair programming, there was some pros and cons as the development made progress.

- The advantages of all activities in the project.
    - The advantages of our demonstration days was that we got very good feedback from our supervisor which made us get motivated as well as doing a good work in matter of design and user interface.
    - In our sprint-planning meetings we felt that after a few of these meetings, the group had a closer bonding and we got to know how one another likes to code so we got used to each other. Other advantages was that we could spread out the work and get a good overview of how much that is left to do and if we can manage to be done before deadline and presentation day.
    - In the weekly-scrum meetings which was at the end of the week, we talked about what we have been doing and what we are going to do at the weekend. This activity gave a summary of what every group member will do and if we are able to finish the sprint at the beginning of next week.
- The disadvantages of all the activities in the project
    - One disadvantages with the demonstration days was that at the beginning, it took nearly 4 weeks for us to get a first version av our application, which made that we could not demonstrate anything to our supervisor for a long period of time. This made the group feel little unmotivated and starting to questioning if this project was going to be successful. This disadvantage is common for all the activities in the project.
    - About the sprint-planning meetings, the group felt that they had to read more about the purpose of these meetings along with the whole scrum theory and this took time till all of the members understood the purpose of this meeting. Another disadvantage was that during our sprint-planning meetings, we were suppose to share the work. But although android, AGA and OpenCV was new to us all, neither of us did know how to accomplish the work. As a consequence, the sprint-planning meetings took unnecessary long time and we left off with little progress.
    - Our weekly-scrum meetings had no disadvantages at all.
- The technique we used during this project was very organised which made us develop and follow up very quickly. As a result, we could really make use of the time

that was given. No member had a better methodology to present other than agile and scrum so it was an obvious choice for us.

- Every member in the group felt that this methodology should be used in every situation where software development takes place. More detailed, we would use agile and scrum where we would work on a project where the scope of the project can change very rapidly.
- We would not use it in situations where software development will not take role. And if software development will take part, in form of a simple project, we would not use agile and scrum. The choice would rather be waterfall in that case.
- We think that this technique that we have been using is so powerful so we could benefit from it even if we used it in a part of a project.

4. What worked well in the group

The team work in the group was very good according to all of the members in the group. The main reason for that was the communication and the meetings that we scheduled. At the pair programming sessions, there was always 2-3 members, working together and solve problems together. Therefore, it was not easy to mark only one name on the cards in the product backlog, but several. Occasionally, there was cards that was completed by only one member. That is an important detail, because whenever a card was picked, it was completed very fast which the whole group could benefit from, and get motivation from to do the same.

5. The setbacks in the group

There were no huge setbacks between members of the group. The biggest setback were at the beginning of the project. At the beginning, each member in the group were forced to put too much time to get acquainted with the agile and scrum, AGA SDK, the android world and the OpenCV library. As these are very big areas, it took nearly four weeks till get out application to launch.

Reflections over non-process specific decisions

OpenCV

Choosing to incorporate eye and face detection through OpenCV, while not without problems, feels like a good decision. A lot of time had to be spent at the beginning of the project trying to install the library and to make everything work using it, but it allowed us to be creative and opened new paths. The result is an application that is unique, or at least very innovative.

While there are lots of great documentation for OpenCV, the process of installing it and getting it up and running is not that well explained. During our struggles with the installation there were times where we almost gave up and changed direction for our application, but we stuck to it and managed to push through. Seeing the end result, we definitely feel that we made the right decision.

Android Studio

The motivation of our choice of Android Studio as development environment is simple: we were not able to get Eclipse, our first choice, to work with OpenCV. Most group members had some prior experience using Eclipse, which is why we wanted to use it for this project. When we ran into problems with OpenCV, a few of us decided to try Android Studio, and we found it easier to get everything working. All in all, Android Studio worked out well. you can feel that it has been created for Android development, and it served our purposes well. Having to learn a new environment added some additional work at the start, but we were able to adapt rather quickly.

7.   The group work

The group work was always planned in our sprint-planning meetings on Wednesdays. The work, that were divided in those meetings, were each members responsibility to make sure that the specific card should the complete on the sprint deadline. Most of the coding and progress did we do on our pair programming sessions mainly because we could talk to each other right away if anybody had design questions. Our pair programming sessions was not something that we had set a certain day of the week for, it became a habit as the work got more difficult.

8. What we would do different in future projects

As mentioned before, we had three meetings scheduled almost every week. The group believes that we have put too much time on meetings but not much time on coding sessions. As it were our luck, we did have code sessions but they were not planned before. One aspect of the technique we used would therefore be that we should have a coding session on a specific day scheduled along with the other three activities.

Another change that we will do in the future, assuming we got the time, we will have two "weekly-scrum" activities on a weekly basis. At several times during the project, a few members were eager and very interested to know how much progress a group member has made with a certain card because another group member wanted to start with the next card which required that the previous card were completed with tested functionality. We felt that another "weekly-scrum" were needed but we had lack of time.
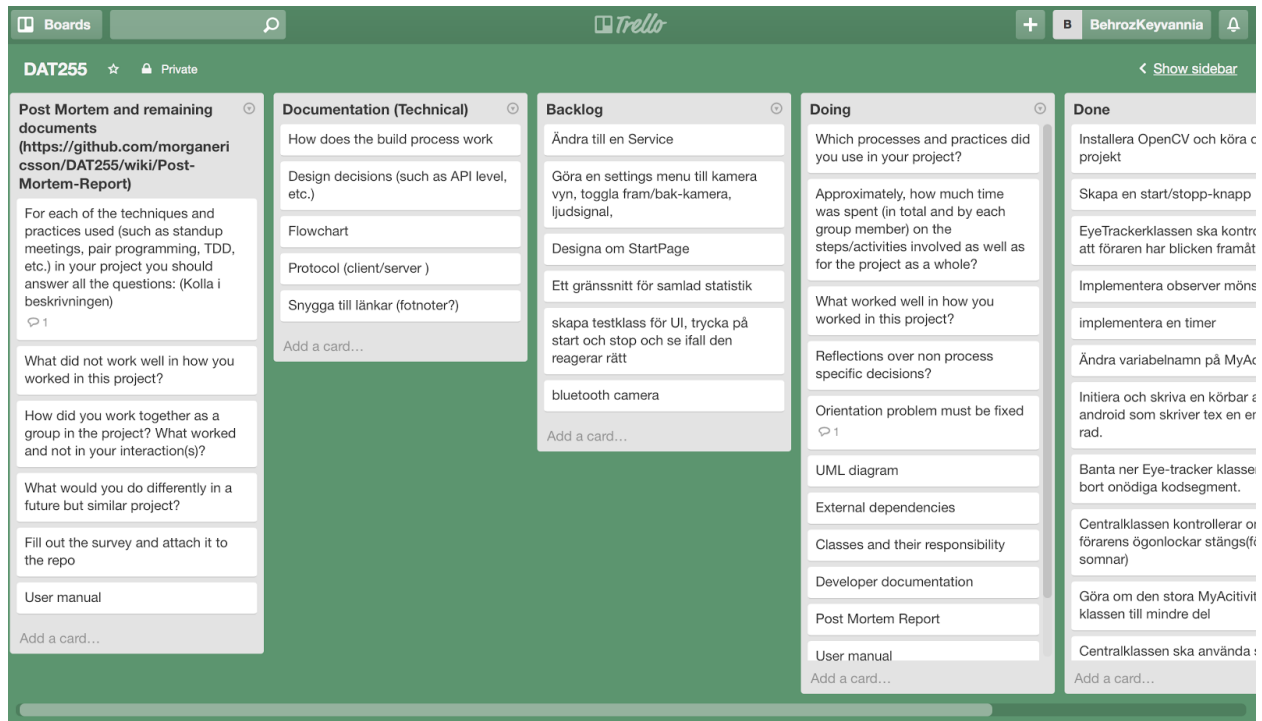
A picture of our product backlog with the a web application called Trello.