Workout Planner

Postmortem

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# Postmortem

This document contains our postmortem opinions on what went right, what went wrong, and what our takeaway lessons were.

## What went right?

* Teamwork & Communication
  + It was generally accepted that our teamwork and communication went very well. Given that we were basically a team of 3 people who didn’t know anything about the technology we were using and 1 who did, it was extremely important that constant communication and cross training go on.
* Staying on schedule
  + We were generally always some form of ahead of schedule. This gave us plenty of room for mistakes.
* Functionality
  + We ended up hitting all our requirements as well as most if not all of our stretch goals for functionality.

## Things to be improved on?

* Training Timing.
  + The training time was generally underestimated, meaning we didn’t start training fast enough and mostly waiting until development time. This made the process more painful than necessary.
* Job Assignments
  + We were a bit lax in assigning jobs, leading to a lot of “TBD”’s in the design doc. This led to more of a Kanban style effort than a scrum style, which may have led to a heavy reliance on certain members to assign work on the fly.
* UI
  + While there is some debate, the UI is generally very plain and not very well designed. It’s certainly easy to use but could absolutely benefit from a UI Designer’s touch. We simply didn’t have that specialty on our team.

## Lessons Learned

* Specify a ramp up time for cross training before the development begins.
* Ensure your team has a UX Designer.
* Specify Job Assignments early and rearrange as necessary.
* Improve unit testing coverage and functional testing time.
* Compress assets and save them external to git repository.