Team Analysis

for

NUber Network

Version 1.0 approved

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### Overview

In project 2, our team, *Brotherhood of Mutants*, was tasked with creating the *NUBer Network*, using a REST API, node.js, express, and Google Maps API, NUber Network was supposed to closely resemble other ride-sharing applications such as LYFT or Uber. To create the *NUBer Network*  we use an agile development method. This allowed greater flexibility during development. With rapidly changing requirements our development team was able to implement new features rather quickly.

For project 2 we had two *sprints* of 2-weeks each. During this period we met outside of class at least 1 once a week, with the later *sprint*  seeing two weekly meetings (Sundays/Mondays). This allowed our team to keep in communication throughout the development of the *NUber Network* and to resolve issues as they arose. There were a few issues during development, which will be discussed in the next section.

### Survey Results

As the sole preparer I did not want this document to be my examination of project 2, so I created a survey asking every member of the team to answer the same set of questions. All responses were anonymous, yet surprising the same, the questions asked are as follows:

### What went well during project 2?

The key sentiment among those surveyed was that communication was as good if not better during project 2 than in project 1. Several team members also stressed how this increased communication allowed us as team to overcome changing requirements and unfamiliarity with the technology being used.

### What went badly during project 2?

The central issue with project 2 was the teams unfamiliarity with node.js, javascript, express, or mongoDB. Most members stated it simply too long to become comfortable with the technologies being used to help as much as they would have liked during the initial sprint. This in turn meant our first sprint as a team saw little to no progress in terms of development goals. By sprint two however several members were able to hit the ground running and we were able as a team to recover from a low velocity first sprint.

### If you could have changed one thing during project 2, what would it have been?

A couple important elements mentioned that could have helped project 2 run more smoothly would have been an earlier exposure to node.js, javascript, express, and mongoDB. Also, it was mentioned that expectations about each members role with Trello were not expressly set, so members did not know who’s job it was to update or move cards around. Finally, having more group meetings during the first sprint would have help team members overcome the technology hurdles. It was mentioned by several members that had we all been assigned the same set of tutorials or how-to’s to complete it would have allowed for all members to be on the same page with the technology versus some members excelling with the technology more quickly than others leading to a gap in understanding.

### Did you prefer Waterfall (Project 1) or Agile (Project 2)?

It’s no surprise here that about 80% of the team members preferred agile over waterfall, with 20% expressing a desire to have used waterfall instead. Although waterfall could have been used it would have made the constantly chaining requirements a major headache.

### If you could have changed one thing about our weekly stand-ups (meetings), what would it have been?

The major change needed for meetings was simply the frequency. Most members expressed that had we met more during the first sprint the concrete requirements would have been ironed out faster leading to less confusion later as several members interpreted the requirements differently. Furthermore, finding a day to get together ended up being more challenging, so a set day and time each week would have helped members plan accordingly.

All in all project 2 was a success. It definitely had it’s challenges in terms of learning the technology to the point development was possible. Until this was completed it felt often times like we as team were on a sinking ship waiting for certain death. Thankfully in the second sprint we found a couple life preservers and were able to save every member and get some comfortability with the technology.