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**Project 3**

Successes and failures we had experienced with this project definitely created a bit of a rollercoaster for our new software. To start things off I wanted to talk about the successes we had which were the fact that we finished our product on time even after facing so many challenges and for the first couple days after the rollout things went smoothly. As for the challenges we did lose important members of the project with the job titles of software tester and software developer. Unfortunately, losing the software developer meant that when we found a replacement we had to train the replacement affecting our productivity. We were also asked to make a change to a feature that was almost done by a client stakeholder without a grace period for the release date causing us to have to work extra hours to make up time.

Not only were extra hours needed to make up for the time needed to make the changes to the feature, but we also had to work weekends to try and make up for the lost time. After we released the product, we had some unsatisfying feedback just a few days later. That feedback was the fact that there was a software capability issue, a list of changes for the software, and a request for two more features before we release our final product. We were unfortunate to stumble upon two risks we thought might harm this project at the beginning which were software compatibility and a member of the team resigning. We were able to solve our team member issues with the hiccup of training. We will be solving our software compatibility issue within the coming months before we release the final product.

Some better strategies we could have done for this project would have been to have training videos for a new team member coming in or have one in the reserves that was updated on all of the project statuses. This would have helped us when we lost two team member and had to replace them fast with one of those new members needing training to be able to contribute to the project. This new strategy could have saved us lots of time in the long run and may have even prevented us from working so many extra hours to make up for the time needed on the change to the feature. Another alternate strategy that could have been made was more time set aside for software testing so we could have caught the software compatibility issue before rolling out the first deliverable. This strategy could have saved us time on our next product rollout that we now will be fixing software, adding changes, and creating two more features for. This strategy could have given us more time to focus on changes and the new feature that we could have really used.

Now that we have our feedback and our experiences with the first rollout, we can start changing up our approach for the next portion of the project. We should fix what we have already before we move on to making the new features we have been requested to make. The first step should be to fix the software compatibility that is having issues, so we don’t have to deal with those issues come up again while making our changes and creating the two new features. Once our compatibility issue is solved, we need to go over the changes that have been requested and pick the best ones that also don’t interfere with our current features. When we have made final decisions on what the changes, we plan to make are we can start making those changes to our software. Our final step would be to add the new features finding the best way to incorporate these new features into the software before our second rollout.

With this second part we want to have a plan for if another team member or multiple team members leave like having training videos on where we are in the project or having under studies receiving updates on the software. We want to prepare better this time so our employees are not over worked, and our testing members have more time to find any problems we may have missed. This would help us not only find issues before our second rollout, but it would also help us fix those issues and have our software tested again to be sure that our product is truly ready for us to send out a perfect software. With these adjustments I believe we can have a much smoother release of a software that we all know can be special for our users and for the growth of this company.