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| CS3305 Team-Two Bored-Games |
| Project Postmortem Report |
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## Introduction:

The purpose of this Project Post Mortem report is to record the project activities that were most effective and those that require adjustments for future projects.

## Project Overview:

Bored-Games: A Web Application Serving Word-Based Puzzle Games

The main goal of this project was to develop a web based app which would serve word-based puzzle games for users wanting to kill time.

It will initially include one game similar to scrabble/words-with-friends with more games to follow. Since the project is a game, it would be easy to add further features over time.

The project had an 8 week development cycle starting on the 13/01/2020 and ending on 06/03/2020.

Contributors to the project:

Yang Chen

Adrian Dennis Coffey

Cristiano Giovanni Gaudino

Paul Matthew Gunnarsson

William David Rodgers Orr

Michael Richard Smith

The project would hold weekly meetings with the Contributors as well as meetings with the academic lecturer Klass Jan Stohl.

## Project Performance

## 3.1. Key Accomplishments

* What went right?

The first initial team meeting was conducted and some very good ideas surfaced from this initial meeting.

Once development begun, assignment of tasks to contributors were established.

The first Web-Page was developed, which gave an insight to the final finished product.

Initial meeting with Klass Jan Stohl, provided some useful feedback that was used to broaden the development of the project.

Communication between contributors was continuous with the use of the SLACK communication app.

* What worked well?

The use of TRELLO boards to report and update on the different stages of the project.

Working on separate tasks for the project, so no contributor where replicating code that had already been written.

## 3.2. Key Problem Areas:

* What went wrong?
* What Project Processes didn’t work well?
* What specific Processes caused problems?
* Technical Challenges

## 3.3. Ishikawa Diagram:

## Conclusions and Recommendations: