

## Retrospective Activity

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After careful consideration of our progress and design decisions for this project and Release 1 we have some areas that we could have improved in. During this process in the name of becoming more efficient and more abstract we over engineered the application and made fast development harder as the learning curve was so steep that most of our time was spent in learning the tech-stack and fixing bugs and testing rather than pure implementation.

During the beginning we started off with simple classes that represented the objects like Task project and user. For our UI we decided to use JAVA FX. This choice required us to trash our initial design and re-design the whole system. This was not the best decision at that point as it left many members confused and overcomplicated our design. We also decided to add Hibernate so that our project was more scalable and easier to implement. However, we introduced this element quite late and therefore we had had to spend a lot of time teaching each other these concepts, rather than doing implementation. We think that we spent too much time considering the architecture of our program, time which could have been used in producing more of the user stories. However, at this point due to the way we have set up our applications it will be very easy and quick to implement all the user stories we had originally decided on. So going forward we would focus on implementation only and possibly remove hibernate if it is causing too many complications.

At the end of release 2 we would evaluate our success by having more implementation and by having a simpler architecture. Our design, although caused many setbacks, as a team we have come out of this project as more knowledgeable and sophisticated developers.