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15413 Software Engineering Practicum
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I think overall the project was a success, with all of us members finishing the work we set out to do, and our clients being happy with the progress made. There is actually, unfortunately (?) very little to analyze in terms of what could be better because I think our team displayed the best-case scenario in an educational environment. For process, we succeeded in our goals and backlog tasks while experiencing, and learning from, issues that might occur in the real world such as slow communication with clients, unexpected obstacles and non-work-related responsibilities, and others.

One of the issues for process is slow communication with clients. A lot was said and done during our one-to-one weekly meetings with the clients, however if there were any issues, questions or comments outside of those meetings, response times were usually slow from the clients. A one-off response took on average one full day, and longer if it was during the weekend. A back-and-forth could take days on average and sometimes not solve the problem until the next meeting, in which a quick post-meeting meet-up would solve the issue in a matter of minutes sometimes. Another issue with process was risks- we thought up of some good risks in Sprint 1, such as sick days and technical issues, however, we never expected our managing client to leave the project to her colleagues to run, and there were still some unexpected, external responsibilities that took time away from class time (Marcel in particular was most greatly impacted by these external responsibilities). And in my case, I sometimes found myself waiting around with nothing to do while my teammates finished up their tasks, as the product of their tasks was the tool I needed to work on my own tasks. Therefore, especially in Sprint 3 when all the parts of the project came together, I found myself idle for the majority of the first half and cramming as much work as I could before the deadline in the second half, once I received the go signal from my teams. This would be one thing I'd change if we could do the project over again- plan around this and have teams simultaneously working while making sure neither party relies on the other for too long of a time period. A small issue was our tasks were too built into too large of a block- although the tasks themselves were manageable, they were lumped together into big groups that were hard to mark as completed in the backlog, so that is an improvement to make for next time. And a small issue that's not quite an issue but more of an inconvenience was the fact that meeting three times a week to discuss the same things were a bit too repetitive. Meeting with the professor, the team, and the clients was too many times in one week, and even after dropping our personal team meetings, it still felt repetitive. Luckily, I think this doesn't happen too much in the professional setting.

As for product I think we completed the project in a timely and successful manner. There were no major issues with the product. Specification/requirements gathering during the project *was not an issue* as we did a good job of getting an understanding of what they wanted (even if it took a few tries due to some clients' confusing explanations), however what *was* the issue was our clients kept changing their minds about what they wanted. I think in the end

Marcel's Fischer Exact Test may not even be used? And I know before that he was trying to do some other algorithm that the clients decided late into the project, it wasn't needed.

Otherwise, we had a very successful semester and worked well together.

Hizal