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| Assignment Title |
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**Project 1 – Freshman Game Project 1**

The project was my freshman game project. It consisted of 3 people and took place over a 14 week period.

**• What was learned about the project in general?**

I learned that I need to more careful when choosing my teammates. I had a lot of issues with them them throughout the project. I learned that you need to find people who share your enthusiasm and dedication to producing a quality product.

**• What was learned about project management?**

For the first week we made very little progress on anything. I believe this this was due to the fact that we had no structured list of what we needed to get done so nobody really knew what to do. I learned that if somebody is not already managing the team, then someone needs to step up immediately. It is vitally important that people know what they need to be doing.

**• What was learned about communication?**

A lack of communication was a big reason why my freshman game project was the disaster that it was. One of our teammates disappeared, we were unable to contact him for any group event, or to see what he had been working on. We ended up loosing that teammate shortly after. My team began falling apart. One of my teammates left the school and another had to go to the hospital. This left me to prepare for the milestone presentation by myself. I ended up not making the deadline and failing the presentation. I talked to my instructor about it, however at that point there was only so much he could do. I should have communicated my trouble to him much sooner. This is also something I learned about timing.

**• What was learned about what went well?**

When we actually did know what we were doing, and when everyone was in work mode, we actually worked very well together. Everyone was on the same page and we managed to get quite a bit done in a relatively short amount of time. However, these moments were, unfortunately, few and far between. I learned that consistently good work ethic is an important trait to invest in yourself.

**• What was learned about what did not go well?**

If I had to pick one lesson out of everything that went wrong, it would have to be the one about communication. I struggle the most with communication since I am not a very social person. This was a very important lesson. It showed me the consequences of not communicating to people who are meant to help you.

**• What was learned about what needs to change?**

We didn't really get a chance to fix the issues we were having. The team broke apart with my two teammates leaving before we could address the issues. What we needed to do was establish better lines of communication between us and to make sure that we had many more group work sessions then we previously did.

**• Did the delivered product meet the specified requirements and goals of the project? Was the customer satisfied with the end product(s)? If not, why not? Was the schedule met? If not, why not?**

No, In fact it was never finished.

**• What bottlenecks or hurdles were experienced that impacted the project?**

Our inability to communicate with one of our teammates was a huge bottleneck to our team. We were pretty much down to a two person team after the first week.

**• What procedures should be implemented in future projects? What can be done in future projects to facilitate success? What changes would assist in speeding up future projects while increasing communication?**

* Frequent group work sessions.
* Multiple lines of communication between teammates.

**Project 2 – Freshman Game Project 2**

This project consisted of 4 people and took place over a span of 14 weeks.

**• What was learned about the project in general?**

I learned that it is important that everyone has a specific role and purpose for being on the team. I ended up with 3 programmers who were much more experience than myself. They filled all of the tech roles and left me to do artwork. Being an RTIS, I was required to do a certain amount of code. This was very very difficult with our 3 other member who completed tasks before myself.

**• What was learned about project management?**

Instead of laying out exactly what each person was supposed to do, we just had a list of things that still need to be done. When people had time they would begin working on something on the list. This worked well except for the fact that they were completing the tasks faster then I could.

**• What was learned about communication?**

We had very successful communication skills. We made sure that we all had each others, phone number, personal e-mail, and school email. We also had a trello organizer where we could set notes for other teammates. This meant we always had a way to get in contact with somebody.

**• What was learned about timing?**

We discovered a good method for deciding if a project was over scoped or not. We would have periodic meetings to evaluate how much work we did in the last week, and how much was remaining. If we ever felt like we couldn't comfortable complete our game, we would scale back a little bit. This kept us perfectly in scope and demonstrated a good thing we learned concerning our time schedule.

**• What was learned about what went well?**

Our method for making sure our project stayed in scope was very successful.

**• What was learned about what did not go well?**

Our system for distributing work made it so that some things got done twice. This was a big issue for me because I always ended up doing something that another teammate of mine had already completed.

**• What was learned about what needs to change?**

Our system for assigning work to teammates.

**• How will/was this incorporated into the project?**

Every person will be given a specific set of tasks and responsibilities. Everyone has a role, everyone has something very specific that they alone are responsible for.

**• Did the delivered product meet the specified requirements and goals of the project?**

Yes it did.

**• Was the customer satisfied with the end product(s)? If not, why not?**

If the customer in this scenario is the instructor, then yes. We received a very good grade.

**• Was the schedule met? If not, why not?**

Yes, we kept to the schedule very well. Our method of constantly checking our scope kept us right on track consistently.

**• What bottlenecks or hurdles were experienced that impacted the project?**

The major bottleneck that effected me is that I was stuck doing art for a large portion of the project which was not ideal.

**• What procedures should be implemented in future projects?**

Our weekly scope analysis for sure. Possibly the use of Trello as an organization tool. That was another big success.

**• What can be done in future projects to facilitate success?**

Adhering to the procedures we developed to be successful.

**• What changes would assist in speeding up future projects while increasing communication?**

Better distribution of work.