

Conclusion

The project largely went according to plan. As a whole, we didn't really have to go back and make many changes. This is largely due to our flexible project plan; we didn't lock anything down until we had to, so we rarely had to change anything that we had explicitly decided on. Admittedly, part of this was almost certainly due to the nature of the project, in that we were only pretending to design a software. If we had actually been creating it, we likely would have run into problems that needed to be solved and thus would have had to revise our approach on some occasions, but as it stands, we were working largely in the hypothetical, so we never found out about any such obstacles. All in all, our planning was fairly effective.