Lean UX is a technique used in projects where the agile development method is used and whose objective is to obtain constant feedback to make decisions throughout the project. Lean UX requires a high level of collaboration within the team, in addition it does not work on defined deliverables but it constantly improves the product in the sprints, always verifying the veracity of the assumptions made at the beginning of the project used to make the hypotheses that serve as a reference to develop the product.

In our team we tried to have an organization that ended up in something sequential, since some of us made sure to have the best version (at their discretion) of a deliverable to move to the next, also, given the short time that the team members had it was a bit complicated to meet to check how well the documents were and in most cases we were late to deliver what was already established for one day or another which can be seen in our schedule.
https://github.com/LuisMiguelMedina/Knowledge-on-credit/tree/8ae0f1a728b2673d33b08ac0b53d041a98c6fb67/Chronogram

Given this, I consider that our work method is not even a little bit similar to LeanUX, since each person worked on a deliverable in order to obtain the final work, each person had the task of doing a "phase" of the calendar. In short, it is more sequential than iterative, on the other hand, I consider that collaboration was missing a lot, as we did not have enough time to have constant meetings and document reviews, only one person was in charge of validating the documents that each person had assigned.

Converting our way of working to LeanUX could be beneficial because at this point in the course, the results obtained could be improved by focusing on working on one point at a time so that it is easy to improve the product or at least the information obtained until now. However, the cost of doing this is very high, since we would have to do much more research to obtain more information, both on credit cards and techniques to collect information (and how to do it) as well as on our users since the information obtained was not enough. Obviously this means doing more surveys, widening our age ranges, thoroughly reviewing all our deliverables, etc.

This is why, although it might be a good idea to modify the way of working, if it were a company that hired a group of engineers to develop this project, I do not think that the company would look favorably on such a radical and costly change, so it is likely that it would have already canceled the project.

Interaction Design Foundation - IxDF. *"A Simple Introduction to Lean UX"* Interaction Design Foundation - IxDF.
https://www.interaction-design.org/literature/article/a-simple-introduction-to-lean-ux (accessed Mar. 31, 2024).