**Juggernaut Team Assessment - Project 2**

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With Project 2’s completion I think it is safe to say that we all are glad that it’s finally over with. However, we all are very happy that we got to experience the team based environment of that of Agile. Some of us are going off to jobs after this semester, and we deeply appreciate everything that we have learned throughout this project. It gives us a feel of what it might be like in the real world. Although we consistently hit snags during this project, we always seemed to figure it out with research or help from professor Diaz.

Some of these snags in our project consisted of dealing with Javascript. None of us had ever previously worked with JS before this. We had the hardest time just starting our project due to the fact that we spent a whole week just researching how JS and Agile works. The researching didn’t stop after the first week. We had to continue researching pretty much at every stage of the project just to make sure we were on the right path.

Research being key in the software development field in order to stay up to date with the rapidly evolving technologies and techniques, we understand a certain amount of research is necessary. However, having the entire team spending a significant amount of their time learning something completely new was a key learning experience in that we all understood the role that the product manager and team leadership must play, and the importance of levying resources where they are most useful. In a situation where time is a major factor, you would not want the entire team to be learning a totally new skill set if you could, instead, delegate responsibilities to team members that are already familiar in those areas. I.e. you wouldn’t have 90% of the team working in Javascript if the other 10% were the only ones who were familiar with it. This project was excellent for demonstrating the importance of that role in the management, and the need for those managers to really get to know the team members they are managing. That being said, since the individuals on our team were all pretty much equal in their knowledge of Javascript (we didn’t have any), it was a great way to gain a new skill set and make ourselves more marketable in our future endeavors.

Another excellent experience in this project was the manner in which Agile methods forced the team to communicate regularly and effectively. Often times it was of the utmost importance to communicate with the rest of team. We were all learning new skills, but ‘learning’ is not a story on a butcher board, so it was key to communicate with each other from the very beginning, otherwise the entire team might have been learning MongoDB, while no one was learning Javascript. That could have been a major setback. Sadly the importance of communication often does not receive the proper amount of attention in higher education, so it was great to experience a project in which the role of communication could have great, or catastrophic effects. While the members of the group seemed to be familiar with the concepts of communication from the beginning, this project allowed us to put a stamp on that essential skill set and exercise those skills even further.

The nature of the new material was a massive roadblock in the beginning. The group is grateful for having faced the challenge and overcome it, but there were many hours spent researching certain functions and applications that could have been spent more effectively. Many of these hours could have been repurposed to a more clearly progress driven task had there been a tutorial available on some of the API’s and functions that were known to be needed in the project. Google is a excellent tool, but sometimes the internet is unreliable. Often a contribution on Stack Overflow is seemingly the right solution to a problem, but some small difference in application can mean that a certain method is not useful or that a different API is needed. A short “pointer” tutorial to direct the teams in the right direction for API and key function use (i.e. “promises”), might make the ratio of ‘hours spent on project’ to ‘hours spent on google’ more reasonable.