

Retrospection on an Expectative SWOT Analysis: Did our project go how we expected?

On concluding the project, we examined the differences between what we expected in the first week and what we actually experienced.

| | What we Expect Written in Sprint 1 | How it Went Written in Sprint 5 |
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| Strengths (internal pros) | Our group members coming from very varied backgrounds will be of benefit to us as there will be a multidisciplinary set of skills. | Because we acknowledged this from the start, playing to these strengths saved a lot of time that we otherwise wouldn't have. |
| | Multiple group members have claimed to be creative and/or good at developing ideas, which should help us hit the brief. | We capitalised on this in our group role allocations, and in retrospect, we wouldn't have allocated any differently. |
| | We have two group members from computer science who claim familiarity with the relevant software and technical skills. | It was very useful to have people that were knowledgeable in this field as the rest of us could seek guidance to keep to deadlines. |
| Weaknesses (internal cons) | After discussing who is and isn't familiar with programming, only around half of us displayed confidence. | Those who were low in confidence chose the path of learning whatever programming skills were necessary for the task in each given sprint. |
| | There is some difficulty with communication due to language barriers. | We learned to work around this problem by having one group member translate for another, and using text instead of speech when necessary. |
| Opportunities (external pros) | We know that a personality type examination is coming soon and we feel that this will give us a good opportunity to assign roles as best as possible. | We assigned roles and stuck to them - this was of course something that we were flexible in but it gave us an initial basis of logic when dividing and allocating tasks. |
| | There are a lot of software management methodologies in existence, and the more effectively we use them, the more we will get out of them. | We made conscious decisions to choose our frameworks wisely, demonstrated in our decision to utilise a gantt chart rather than a burndown to save time. We did our best to maximise their usages. |
| Threats (external cons) | There are many educational games already out there, and it may be difficult to formulate an idea that hasn't already been done. | This was lower in priority than we expected, as we came to discover that a) there are pros to every game but also cons that we can solve and b) the intention of this project was to display effective management techniques. |
| | Hardware issues may arise in the fact that some of us use Windows and some MacOS. | This did cause hiccups and caused a few minor setbacks. However, while unexpected, it was nothing that couldn't be worked around with dedicated troubleshooting time. This was a primary cause for sprint task rollover. |