**Lessons Learned Report**

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**Project 4 - E-commerce System for Marginalized Communities**

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The purpose of this document is provide lessons learned throughout the project life cycle.

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Revision History

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| Version 0 (27 October 2013) |  | Ntsane Kolisang |
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## Lessons Learned Report

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| **Prepared by : Ntsane Kolisang**  **Date: 27 October 2013**  **Project Name : Sell My Craft**  **Project Sponsor : Ed Delarey , Dr. A. Terzoli**  **Project Manager :** **Ntsane Kolisang**  **Project Dates : 26 March 2013 – 30 October 2013**  **Final Budget : R400.00** |
| 1. **Did the project meet scope, time, and cost goals?**   The project did meet the stated scope, time and cost goals. However there were some issues that led to 4 change requests that affected the scope of the project. Although these scope adjustments were major they did not lead to scope creep and did not affect the time frame provided for the project.   1. **What was the success criteria listed in the project scope statement?**  * This project will be a success if the application is error or bugs free. * The application is functioning well when it installed on the mobile devices. * Connect and enables communication for delivery and collection of content to Teleweaver using Wifi Network which will also mean that RESTFul web service client created works perfectly.  1. **Reflect on whether or not you met the project success criteria.**   I believe we have met the project success factors as we had stated them in the project management plan. Despite the shortcomings we have had throughout the life cycle of the project in the End the Team did deliver the project that meets the client’s specification and end user needs.   1. **In terms of managing the project, what were the main lessons your team learned?**   It is important to ask question even better it is important to ask the right questions. At the beginning of the project the project scope was not clear to us and it become clear that some of the IS department staff where not clear on the project too. Had we not asked the right questions in the beginning we would have had a difficult time delivering the project.  Communication is not just an exchange of words. How people communicate and the kind of tone and words used when communicating are as important as the message that is being delivered.  Team’s ultimate effectiveness is proven by how well they treat each other. Do people respect each other, do people respect people’s time and value opinions of other team members .  Being an effective team player begins with me and not the other team members.   1. **Describe one example of what went right on this project.**   The decision to do usability testing with the actual end users. It lead to an insight about the end user and totally changed the way in which the project’s HCI and language usage was developed. This lead to the whole team working tirelessly to deliver the project in time in order to meet the deadline.   1. **Describe one example of what went wrong on this project.**   Not all members lived and acted in accordance to the agreement of the Team contract.   1. **What will you do differently on the next project based on your experience working on this project?**  * Adopt Usage of Trello. * Effectively use Skype and other virtual collaboration technologies. * Find a way of enforcing the Team contract.   Table Sample Picture of The ITS AFRICA Solutions Trello Account |