**Failures**

One of the failures we had with our software prototype was the fact that we were unable to realise all of the features that we had originally planned for, this includes many optional quality of life features. The primary reason that we were unable to implement more features, was a combination of time constraints as well as our development team having minimal knowledge on more complex feature implementation. In order to address this failure we could potentially spend more time on R&D to ensure we had the knowledge and capacity to implement these features. Another potential solution to this failure would be finding a developer to outsource to or collaborate with who may be more experienced with app development.

Another failure of our prototype is the fact that we have not been able to produce a fully featured prototype which is available on a mobile phone, and are instead using a prototyping software platform to present our prototype. Much like our first failure, the core cause is a time limitation as well as our development team’s limited experience with app development. We can address this failure by having our development team learn how to produce an app on a mobile platform and dedicating the required time to be able to do so.

One of the key failures of our software prototype with relates closely to all of our failures is the scope of our application outpacing the ability of our development team. The goals which were set out at the start of the project were quite ambitious and potentially too grand and difficult to achieve within the timeframe of this project. Our team continued to add aspects to the application because we believed these aspects would improve the value of the application to users and the potential clients we would hope to connect with to sell the app to. This failure can be best addressed by grounding our goals in reality by having an appointed manager who will set the scope and expectations for the project. An alternate solution could be having an external consultant advise our team in respect to what is realistic and which aspects of the application need to be pushed back as potential add-ons once the base version has been released.

Another failure of our software prototype was the fact that we were unable to implement direct integration with the University of Calgary’s mental health services. This is a key failure as it is one of the primary goals we set out to achieve when we initially came up with the idea for this project. This failure is the result of our team being unable to connect with the University’s mental health services to verify the possibility of implementing this component into our application. This failure would be best addressed if we had a more complete porotype which had every aspect finalized aside from the intermigration aspect, as it would be easiest to then approach the University with a nearly complete product.

In combination with our inability to connect with the University to verify the possibility of implementing direct integration between our application and mental health services at the University of Calgary another key failure was the fact that we were unable to connect with professionals who would be able to provide invaluable consultation and legitimacy to our application and verify our proof of concept and propel our application into a legitimate product which could be marketed to the University and create a potential partnership. This failure occurred as a result of the time constraints both on our end as well as the professionals with whom we wanted to connect who required upwards of two weeks’ notice before they could meet with us. This failure could be best addressed if we had planned ahead to schedule our appointments with these professionals at the very start of our project rather than waiting for our initial prototypes to be complete before attempting to contact them.

Overall the failures which we experienced with our software prototype are fundamentally grounded in poor time management and underestimating the complexity and challenge of the goals we set out for ourselves to achieve. Our team did their best to work around these challenges, however there are certainly improvements that could be made if we had planned out our timelines better and had an appointed leader to reel in some of our more ambitious goals to ensure that our project was more heavily grounded in reality.