**Conclusion**

**scrum methodology-**

* learned how to use scrum to manage project
  + more meetings would be efficient to help follow up on tasks and to provide extra help to anyone who needs it.
  + scrum master should keep close attention to tasks being completed and such in order to keep the burndown chart up to date.
  + we planned exact number of sprints and tasks out in backlog. however we didn’t decide beforehand which tasks belong to which sprint (order of tasks is very important)
* planned to assign task to each member for each sprint. review every two weeks. however, we found that many problems occur. one task is dependant of another task and if one isnt completed, the other can’t be either thus creating technical debt that accumulates through future sprints. (domino effect)
* reasons for tasks being incomplete are members being sick, traveling, priorities elsewhere, MIA, experience and skill level for certain tasks may vary (need more time to do research)
* scrum master is a great position to keep everyone focused and make sure no outside issues affect the team. however there is no authority in the job. there are no punishments for incomplete work or missing scheduled meetings.
* should manage time more efficiently (plan some cushion time for possible problems that could happen so that you wont need to rush at the end of the development period.)

**overall project-**

* The system sequence diagram design and final outcome of the project are not exactly the same but the flow follows the design as much as possible. We came across some difficulties that didn’t allow us to do things a particular way, however we have come up with solutions that still allow us to reach the goal for the project. Some minor features we initially decided on didn’t make it to the final product due to time management or priority level wasn’t significant. One requirement that was excluded from the final product was the timer alarm. The reason behind this decision is that the oven usually has its own built-in timer already.
* Even though we could not reach all requirements and some requirements were met but not in the way we planned, the overall goal of the system has been reached.
* We realized that the design and the use cases are very important tools in developing the project and should be fully understood and we should try to imagine all possible problems before beginning.
* We should also give levels of priority to each task so things are done in order. We had the problem of doing tasks we wanted then realizing another task had to be finished before this one could function.

**technical development-**

* our project had so many platforms to focus on. we realized when it was too late that we needed to find a different program to satisfy all of them. we also needed more people to help in certain areas than expected. one platform would have been suffice.
* entire backend of project had to change during the last two weeks of allotted time.
* a lot of time had to be spent researching how to use Angular Javascript, CSS and HTML before we could actually start building our website. then realized Angular was a bit too advanced for our skill level so we had to push forward using only HTML, CSS, and Javascript.