Lessons Learned Report

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| **Prepared by: Abdelrahman Mohamed Shemies** **Date:8/1/2023**  **Project Name: Web Publishing System**  **Project Sponsor:**  **Project Manager: Abdelrahman Mohamed Shemies**  **Project Dates:1/2/2023-30/11/2023**  **Final Budget: $3,044,810** |
| 1. Did the project meet scope, time, and cost goals?   Despite facing several challenges during the project, including team members falling ill and issues with UI/UX contractors, we were able to successfully deliver the project within the specified timeframe. However, we should have been more mindful of potential delays caused by unforeseen circumstances, such as health risks, and factored them into our project schedule. Additionally, the COVID-19 pandemic had an impact on the project, causing delays and additional costs as we had to rehire UI/UX designers due to issues with the original contractors. Despite these challenges, the project was completed to a high standard thanks to the expertise of the team members.   1. What was the success criteria listed in the project scope statement?   The scope of work for this project includes the development and implementation of an online journal website and related systems for managing and publishing articles. This will involve the creation of user interfaces for authors, reviewers, and editors, as well as the development of a database to store articles, authors, reviewers, and other relevant information. The hardware components of the project will include servers for hosting the website and database, and possibly client machines for the editors. The software components will include the web server software, database management software, and any custom software developed specifically for this project. The exact nature of the work will involve designing and implementing the user interfaces, setting up and configuring the hardware and software components, and testing and debugging the system.  The Web Publishing System will have the following features: An interface for the editor to create and manage a list of authors and reviewers, including the ability to add, edit, and delete entries.An interface for authors to submit articles for review, including the ability to attach files and enter metadata such as the article title and abstract.An interface for reviewers to view and review articles, including the ability to leave comments and feedback for the authors.An interface for the editor to view and manage the review process, including the ability to assign articles to reviewers, view comments and feedback, and make decisions on whether to accept or reject articles.An email system to facilitate communication between the editor, authors, and reviewers, including the ability to send and receive preformatted reply forms.A relational database to store information about authors, reviewers, and articles, including metadata such as the article title and abstract, and the status of the review process. Main Actors   * Editor * Author * Reader * Reviewers  1. Reflect on whether or not you met the project success criteria.   The majority of the project's success criteria were accomplished, particularly in terms of surpassing the competition and implementing an advanced filtering system. However, the website's loading time and functionality were not fully met as per the set goals.   1. In terms of managing the project, what were the main lessons your team learned?   One of the key takeaways from managing this project was the importance of clear communication and a cohesive team dynamic in achieving project success. Additionally, ensuring a healthy work environment was also deemed crucial.   1. Describe one example of what went right on this project.   One positive aspect of the project was the hiring of an experienced development team who had previously worked on large and reputable projects. Their expertise allowed the team to successfully navigate through challenges and complete the project within the specified timeframe.   1. Describe one example of what went wrong on this project.   One example of a challenge encountered during the project was difficulties with the UI/UX contractors, particularly in regards to their differing approaches and issues with their payment.   1. What will you do differently on the next project based on your experience working on this project?   Based on our experience on this project, we will make sure to more carefully estimate the time needed for the project and consider potential health risks for team members. In addition, we will avoid using contractors or freelancers for UI/UX design and instead hire full-time employees to prevent issues with payroll and communication. We will also prioritize monitoring the health and well-being of our team members to ensure a healthy and productive work environment. Additionally, we will take into account the impact of the coronavirus pandemic and plan for potential delays or disruptions in the project schedule. |