
CS 192 AY 2014-2015 Lessons Learned Report

Prepared by: Jacob Angelo Torres

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Project Name: Watudu

Client: Annette Lagman

Sprint Number: 3

1. What were the main lessons your team learned in this sprint?

- We need to properly estimate how hard a certain user story is, and weigh in other requirements so that they will not be overestimated.

2. Describe one example of what went right in this sprint.

- The manage events functionality was done, and we have found out a way to associate the database of the web app and the mobile app.

3. Describe one example of what went wrong in this sprint.

- Due to time constraints of the developers, we were not able to finish all the user stories and we were not able to meet up with the client.

4. What will you do differently on the next sprint based on your experience working on this current sprint?

- Learn how to properly weigh in a difficult user story. Make sure that when a requirement needs to be accomplished, the solution can be offered by the framework and that it is well-documented.