
CS 192 AY 2014-2015 Lessons Learned Report

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Project Name: Watudu

Client: Dr. Annette G. Lagman

Sprint Number: 2

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

Coordinating with the client can potentially offset several tasks, it would be best to schedule a consultation early on in the sprint. Also, avoid using new software with minimal to no documentation and a small user base as problems may arise with no one documenting a solution.

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

We were able to properly coordinate with the mobile team and the client and were able to re-establish the database the web and mobile applications would share.

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

A front end developer tried to use an alternative framework (Semantic UI over Bootstrap), one that was poorly documented and had minimal online community discussions, making it hard to troubleshoot errors. The framework may have had dependencies removed from online access, making installation a very grueling process.

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

Use more dependable software. Try to salvage what we can from the Semantic UI, if it absolutely can't be salvaged, the team will defer to Bootstrap. Also, version history documentation has been clarified to the team, so we would be able to better implement it next sprint.