# CYCLE POSTMORTEM ANALYSIS

## Management Plan Post-Morem Analysis

The team made too many assumptions and ended up allocating very little time per user story. So we ended up devoting a lot of time just figuring out how to recursively crawl the given domain without running out of RAM.

We’ve only accomplished a fraction of what we set out to do. So it turned out that our size/estimates were once again unrealistic

## Successes

We were able to successfully setup the local webserver using Microsoft’s IISExpress & .NET technologies. We developed an algorithm that crawls every single href/link in any given domain, which in extreme cases works best on machines with massive amounts of RAM, but will generally work for most cases.

## Failures

Not able to setup virtual development environment. Lack of knowledge and perseverance from individuals.

Once again the team failed to work as a unit due to the significant difference between the individuals regarding knowledge of the material at hand. The time management and task delegation was less then bad. A procedure to assess resources, time, and energy necessary for each task is nonexistent.

## Lessons Learned

Projects of this magnitude require full commitment of all the team and ample knowledge of the technologies and frameworks at hand. In other words, if an individual’s focus is not directed 100% to the project, chances are good that the individual will experience stress, frustration and possibly anger.

Not knowing if each individual can perform at the level stipulated by the requirements is a bit discouraging and is not suited in the SCRUM environment.

A strong SCRUM team is a multifaceted group of forward thinking individuals. This team has lots of learning to do.