

Post-Mortem Analysis

Team n°4 Project n°3 Virtual Processor

Summary

During this project, the atmosphere was good. We were, each, satisfied with the outcome and the unfolding of this project. We faced a lot of trouble, but are still proud.

Key achievements

- The final product was fully working based on the client's requirements.
- The presentation was better than what we used to make.
- Git & GitHub organization was clear and well structured.
- Team cohesion & energy improved a lot our motivation and efficiency.

Challenges

- The tasks and time management were poor as the manager was not aware of how the project would progress for each role, only managing people based on a task list for each role.
- Some middle or low-priority tasks had been done before more important ones.
- While some people made some choices in the structure or implementation, others were not aware of the evolution.
- We worked too independently, leading to difficulties in the gathering of the different parts of the final code.

Root Causes

- Half of the team was new students, doing their roles for the first time. It implied a global lack of both experience and knowledge.
- There was a lack of implication and attention from some team members.
- Some important and lower technical specifications were missing, slowing down the development process.
- The information was not shared enough among the team members.

Lessons learned

- Five weeks to develop a project is extremely short and time must be managed efficiently.
- Last-minute changes should be avoided, considering the risks of breaking the project at the end.

Conclusion

We learned a lot during this project and are glad to have had the opportunity to work on it. We believe we delivered a good product and are happy with the result. We will work to improve ourselves to fix our weaknesses for the future.