# AMOS SS21 Project 8 Carbon Footprint Visualization

## What went well:

- Learning and using the Agile method at the same time were the most effective way to understand the concept deeply.
- Developing skills in web technologies such as React ,Javascript and .NET.
- Team communication improved using tools such as Slack application.
- Writing protocols during the meetings.
- A team meeting for a beer was nice and also provided better communication between the team members.
- Learning how to engage in team-work related tasks.
- Separate team meetings for tackling difficulties.
- Real World Connection with industry partners.
- Reviewing each other's code on github and also commenting and discussing about the code helped improve the code quality and provided a better understanding.

## What did not go well:

- Having too many dependencies on industry partner services and unclear requirements from industry partners. We could have better support from industry partners.
- Communication through Whatsapp was a big misstep in the beginning.
- Although Agile is about changing requirements, the industry partner requested a complete change in the programming language/framework in the middle phase during the development of our project. That was quite a challenge.
- On the industry partner side, the project was in a very early state and the data was not up-to-date. Since our project was only 3 months of work, this had also caused a delay during our project development . Besides, in later stages of the project , new features were requested/added and some of the features needed to be restructured.
- Spending a huge amount of time (e.g. technical issues) without knowing how much development time needed per sprint. Team members may have spent more time every week, raising the bar for everyone, spiralling.
- Weekly sprints were quite challenging, since there were other university modules that needed attention.
- Sprint and release meetings, weekly lectures(+ quiz), deliverables and general coordination in a team of 9 people also took a lot of time before even starting development of some feature. Sprint meetings had lots of points to work through and were long. These were really confusing during the beginning of the course where we spent a lot of time not knowing what was the expected outcome for the meeting.
- Github testing setup can be challenging. Preferably, one session with content on CI and continuous testing with examples that could actually be applied to our project workspaces.