

Dear future AMOS-generation,

All in all we would highly recommend taking this module. It not only helped us to learn how to work in a team, it also enabled us to work with real business partners and get a taste of what it's like to work for a company's needs. Besides, we also deepened our knowledge in software development and acquired further programming skills. In the following we want to talk about "what worked" and "what didn't work" or "what we would do better next time".

Our group meetings were always quite efficient, with vivid discussions and also, as a result of a well-practiced meeting procedure/agenda, we always finished our meetings within the given time frame, so it didn't feel like we rushed the meeting (thanks to SCRUM framework). The atmosphere in our group was always pleasant and enjoyable, so no one hated to come to the compulsory weekly team meetings on thursdays. Also there was no animosity in the group or blaming of others. Tasks were always conducted properly and if someone had not understood what to do, it was communicated, so no one was resting on the work of others. This was a result of proper task allocation in the group meetings, after which everyone knew what he/she had to do in the following week. The participation during meetings was therefore also really balanced, it didn't feel like some team member's opinion got ignored or didn't get considered. The just-mentioned can also be transferred to each conversation in the group meetings.

The last thing we want to talk about are the decision-making processes. Those were also really efficient and fast, because we decided on "delegation-groups" which tackled specific problems in smaller groups instead of discussing problems with the whole team.

Despite all the good aspects of the project we just mentioned, there were also difficulties.

Our business partner gave us quite a lot of different requirements which we had to merge into one overall requirement. An example is that there were three powerpoint presentations with different interface mock-ups for the different product areas. Unfortunately we just received one of those presentations until one month before the final project release. Therefore we just implemented the product area which was given from the beginning of the project. Speaking of the final project release, we had to hand in some deliverables (the mid/final project release plan for instance) before those things were handled in the lecture.

It would have helped had we handled those things in advance of the submission. Also we think that an example on how to properly tag the sprint candidate would have helped. Because there were still some groups until the end of the project, which didn't tag the sprint candidate right and we also had our difficulties doing it right. Another thing was the happiness tool, which didn't work properly for some of our group members.

But of course we also made some mistakes, from which we want to learn. For example, even though the allocation of tasks were balanced and everyone got their task, there were still some tasks which were more important and therefore some group members had bigger responsibilities than others. Also the size of the tickets/issues were too big in the beginning of the project, but this got better whilst tickets got defined more modular and granular and therefore in a smaller size. Another problem regarding the definition of tickets is that some tickets were defined too detailed and therefore took too much time for comparatively unimportant fine-tuning.

The last thing we want to mention is that there were bigger gaps in prior experience (especially in frontend) which led to a lot of refactoring work in the end.