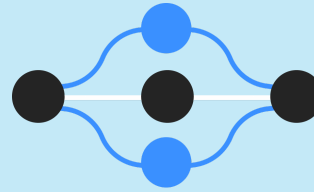


PROJECT RETROSPECTIVE



Apache Pulsar UI

WHAT WENT WELL?

Overall the project came out to be very successful and satisfies the requirements of our IP

I'm happy about the final result.

I really like our end product, it looks good, the code is really well structured.

Learned a lot about (the challenges) of being on the other side of the development process (PO) and gained more understanding for it

The coding

Learned new frontend related stuff

Great communication between devs and POs (improved during the whole project a lot)

The communication

great communication and collaboration. Helping each other out

Very good communication, problems were always discussed heads on ; that made the whole team feeling pretty good.

I had the feeling that (hopefully) everyone had an kinda equal workload throughout the semester

One of the best teams I had in uni. Really collaborative and reliable.

I loved that everybody was so motivated and that there was nobody we needed to drag along. Made the work so much easier and really refreshing for a group work.

So many talented people :D

I really enjoyed working with all of you because everyone was actually participating constantly and mentally involved from day 1 to this day.

We regularly created items for the impediment backlog, which helped us as a team to improve from sprint to sprint

Shoutout to Emilia for managing the burden of doing the scrum master role.

I was surprised how well we managed to organize ourself with a group that big.

we always followed the sprint structure during the meeting

WHAT WENT WRONG?

We had really different knowledge about pulsar in the beginning -> start from the basics so that everyone reaches the same knowledge level

complexity of apache pulsar in the beginning

Missing documentation for pulsar admin api and pulsar in general

The way the API (from Apache Pulsar) is set up, made it sometimes very hard or unclear how to achieve the goals. Therefore we sometimes ran into problems

Sometimes meetings were not totally productive because of misunderstandings which lead to unnecessary work and frustrations

unclear requirements from the client were a pain at the beginning of the project

It was very hard to see the whole picture in the beginning (obviously!) which made it hard to think of design decisions etc.

Unclear requirements and poor communication from partner initially.

I think we could have moved way faster if the requirements would have been more clear from the beginning on.

Also a bit sad that our industry partner didn't seem that invested -> Changed the requirements, always a bit hard to figure out what they want, too many people involved in the communication.

receiving the AWS instance with testing dataset only at the end of the project

A little bit annoying that we needed to rewrite some stuff multiple times because we just weren't sure what would be the best way.

In the beginning it was almost impossible for the POs to create tickets that would create an even workload for the frontend and the backend, because we did not really know or understand yet what can be done and what is not possible. Furthermore we had the issue that the frontend always had to wait for backend functionality to be available, otherwise we did not know if things are possible

we are not working on this full time, but in multiple courses or working on something

ROOM FOR IMPROVEMENT?

Chair should force industry partners to have a clear vision for the final product

Maybe a clearer picture of what the industry partner actually wants in the end would have been helpful, but I think that is pretty difficult.

More detailed customer requirements from the beginning.

The requirements from the customer were not very clear during the whole project but especially at the beginning. We tried a lot to gather a more concrete overview, but we often only got to talk to the "high level guy" and not the "technical experts" so it was extremely difficult to get precise requirements (and they changed a lot) but I do not really know, what we could have done otherwise -> the requirements should be clear/fixed from the beginning of the project

A bit sad that the industry partner didn't come to the demo.

some direct feedback from the chair-persons after the sprint meeting would be very nice and helpful (also to see what we are doing good and what we need to improve on)

more meetings between devs and POs especially during start of the project, so we as a team are all on the same page regarding apache pulsar and the overall project goal

Same rights for all universities :D It was a bit weird that we couldn't take the quiz.

Testing