

Project Retrospective (AMOS SS24 Project #5 Knowledge Graph Extractor)

Our team overall enjoyed the AMOS project course and felt we were able to form good connections within our team and work effectively together to successfully put together a working product and demo it at the end. We appreciated the opportunity AMOS offered to interact with people across universities and with our industry partner. This collaborative environment allowed us to learn from each other in addition to the course material from the module itself. The focus on a larger, practical task over an extended period of time offered valuable insights into the actual industry process of software development and members were able to gain significant practical skills. Overall, having a team that communicated well and were respectful and friendly towards each other greatly contributed to our success.

While we felt the course offered many positive aspects, there were also several challenges and pain points that affected the overall experience. One of the initial difficulties was getting started and having a clearly defined end goal. Our project was challenging to get started as there were no clear requirements from the industry partner and felt more like a research task. This meant it took longer for our group to start the actual development work. In the middle of development, it also meant there was a lot of communication required with the industry partner to manage their expectations while still fulfilling AMOS class requirements. In addition, we had to adapt to the AMOS style and felt a few of the lectures on expectations of meetings should have been held earlier in the semester. The workload was another significant issue, particularly for the Product Owners. The course demands often exceeded the allocated time for the 5 ECTS. Our project also had an extreme number of dependencies at the start that could not be avoided, complicating the early stages of development, especially since the developers are all evaluated independently based on their commits. Some participants felt that more specific advice from the teaching staff regarding project specifics would have facilitated quicker improvements. Stand-up emails were not well-received, as they added to the workload without providing much benefit. The team size was mostly manageable except in the beginning when many dependencies were involved.

Lastly, we believe there are several areas where the module could be improved to enhance the overall experience and effectiveness. A stronger emphasis on the Agile principle of "individuals and interactions over processes and tools." could have been adhered to. We felt the class required a lot of processes we had to follow that slowed down progress. We would also recommend that teams establish a clear workflow from the start regarding how to handle commits and code reviews (perhaps make this a small HW task in the 1st week). The Agile meeting expectations lecture should have been scheduled earlier in the module to set expectations. This would ensure that teams understand how to run meetings effectively from the start. Provide all necessary information on a single, easily accessible platform, including details for non-FAU university websites. There were many places where items needed to be uploaded and at times 2 or 3 places which created confusion, it would be better if everything is centralized and clearly outlined. Lastly, we believe that starting the project after a few initial lectures would give participants a better foundation and understanding before diving into project work. During the initial weeks, a pre-planning phase could be introduced to allow teams to prepare adequately before the main project work begins. This can include setting goals, assigning roles, and outlining initial strategies. Overall it was a fun experience and we hope to see AMOS improved for future generations.