AMOS SS24 - Project 6 Retrospective

What could go better (AMOS module)

- Standup emails are not necessary. We had weekly meetings and we were very close via slack. Instead of emails consider another channel (e.g. slack) where standup contents could be posted.
- Quiz questions were ambiguous. Often it felt like guessing what could be "logical", even after listening to the lecture & looking at the slides the day before again. Otherwise, quizzes are a good idea to motivate students to study the contents of the lecture
- Subjective sense that the effort / ECTS ratio could be better for the students (SDs and POs).
- Backlog items related to research should be credited because the backgrounds of the team members are not homogenous and people need to spend a significant amount of time learning new technologies before they are able to contribute to the codebase.
- Better integration with the online systems of the TU Berlin and the FU Berlin.

What could go better (Project 6)

- Team size was alright, depends on how much each person contributes/what the project requires
- To prevent disruptions when key team members are unavailable, ensure:
    - No single developer is solely responsible for the initial creation of the project's codebase, avoiding a single person becoming a bottleneck when e.g sick (we had issues with that).
    - Comprehensive development documentation is maintained in the wiki, detailing database usage, codebase execution, and setup procedures for other developers.
- Start testing as early as possible (before it becomes a formal AMOS requirement).

What went well

- Quick start: We had our first running scrapers at the end of sprint 2
- Teamwork was always great and we regularly adapted to the current phase of the project (e.g. more or less pair programming)
- SDs were quick to learn new technologies they had no experience with in the past.
- Great structuring / planning work by the POs
- Collaboration with IP was quick and easy (weekly meeting + available for questions on Slack)
- Lot's of personal learning (agile principles, technologies & soft skills)
- The collaboration climate was pleasant and welcoming.