

# Project JAGSAT


Postmortem analysis 26.3.2010

# Team JAGSAT



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- Juan Pedro Bolívar Puente      main programmer
- Aksel Junkkila                      game designer
- Guillem Medina                      programmer
- Sarah Lindström                      business consultant
- Alberto Villegas Erce                documentation manager
- Thomas Forss                         project manager

# What went right?

- Strong team
- We all learned a lot
- We had fun developing our game
- No major setbacks
- More or less stuck to the initial project plan
- Project well executed
- Good framework  fast building

# What would we do differently?

- Time wasted on creating long documents
- Tablets emerging  threat to TribeFlame device
- Changing requirements
  - Tower defence part not implemented
- Learning Python took time (but was also educational)
- JIRA
- Undocumented and buggy UI API
  -  Lot of time wasted on fixing and developing widgets

# Lessons learned

- Lack of documentation by third parties can create problems
- Communicate well with third parties
- Documentation is important
- Prepare good schedule for the project and be prepared to change it if necessary