# Learning from Spikes

Agile mythology is somehow a new management method to some of us even though we had heard it before but had no real experience in it. Not knowing how hard it was to grasp the concept of this new mythology causes one of the major spikes during early stages of the development. One of the major problems was that we hugely underestimated the learning curve of the concept and overestimated our potentials in thinking that we can complete "simple" task such as creating a simple class that calculate daily electricity generated and deploying it into the Google app engine.

Another learning spike was the allocation of story points to user stories. They were estimated wrongly which was a huge mistake as it was to determine the amount of time needed to complete the task. Especially, learning and understanding the use of the new programs/plugins such as Github, Eclipse, Google App Engine, Junit and selenium had taken so much of our time. To make things worse, while learning new programs, errors that were unknown to us kept on popping up which took us alot of time to solve.

But thankfully because of these spikes, we have learned to communicate and learn each other's potential and adapted to tackle difficult errors and problems together. We learned to reorganize ourselves as a team and made sure that each of us were to keep track of each other task and progression. Whenever, either one of us hit a wall, we would voice out to the team to explain the difficulties that we faced during the development. Even though the team had a messy start, we now have a solid foundation built for the project which would make our lives easier and more enjoyable when we proceed with harder and crazier tasks.