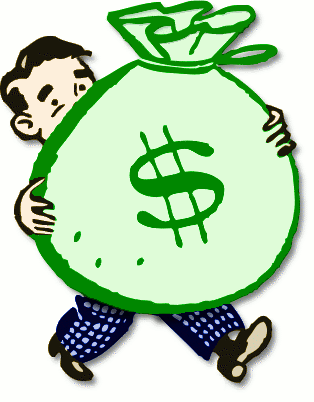
**“Money On The Go” SMART PHONE APPLICATIONS**

***PROJECT RETROSPECTIVE***

*IS663 - Team Project, NJIT*

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**Table of Contents**

1 Introduction 3

2 What Worked Well 3

3 What Didn't Work 3

4 Proposed Improvements 3

5 References 8

1. Introduction

The purpose of this project is to design an App that will act like an investment advisor. It will enable users get high return on investments by utilizing a proprietary web-based technology platform. MOG provides non-discretionary investment recommendations and personal investment related data to individuals (the “Clients”) based on such Client’s trading patterns and existing individual portfolio investments. MOG’s advisory services are made available to Clients through its website at www.MoneyOntheGo.com, mobile apps and through co-branded pages and widgets on its media partners’ websites (collectively the “Website”). In all cases, including those where the services are made available through a co-branded partner website, MOG’s web-based platform is powering the investment advisory services and hosting client data.

The App will have the capability to function on any mobile device, tablets, desktops and laptops. This particular release (Read-only version), which will be free of charges will allow users to sync their entire portfolio from various accounts like investment, retirement, and or personal funds into a single dashboard, reduce fees and taxes. A recommendation links to buy cheaper and effective mutual fund directly from the respective firms and different advisors that charge less and more efficient based on the customer profile. The functional requirements that will be covered include the ability for the user to track entire investment portfolio into a single dashboard; the option to eliminate unnecessary fess and increase profitability, more resource for stock news, and the ability to fix underperforming investments.

The team consists of the product manager (owner) – Prof. Kirova, Scrum Master – Blandine Meillon and team member (Developer) – The rest of the team. The product owner in this case is the project's key stakeholder and is the voice of the customer. The product owner writes customer-centric items, prioritizes them and adds them to the product backlog. The team in scrum is self-organizing and consists of people with cross-functional skills who do the actual work.

2. What Worked Well

Below is a list of things that went well in different phases or step of the MOG project.

* *Ground Rules:*
  + *Participants*

Participants didn’t work well together as planned and some volunteer to take on different assignments, challenges were notice throughout the project.

* + *Participations*

The project was led by Blandine Meillon who properly delegated the product backblock to each member with deadlines and ensures that they were met.

* + *Meeting/Discussions*

Majority of the meetings were conducted in the library when convenient to all team members. Members most of the time were able to communication using different type of communication tools like Skype, Wiggio, emails, Google doc and cell-phones.

* *Brainstorming:*

Brainstorming was done effectively by each members of the team. Some members were playing the devil advocate in order to find the risks that the project presented and tried to come up with the most efficient solutions for them. The pros and cons for each PBL were evaluated and the decision to go for the most proficient idea was voted unanimously between the members.

* *Timeline:*

Each PBL were clearly stated the time to meet the derivable was based on them. Fixed deadline stated for each PBL and each sprint. The timeline was adjusted according to difficulties experimented by the members and the release date of changed in order to deliver an excellent product with no critical, high and medium defects.

* *Initiation:*

The Project aim and overview were clearly understood by the entire team member and most especially the Scrum Master. This gives the team a thorough guidance throughout the project to the completion phase. It helps to align the design in accordance to the organization goals (Product Owner).

* *Planning:*

Scrum was used for the planning process because of its recognition and efficiency for software/app design project. It helps to tackle issues in case the customers change their minds about what they want and need (often called requirements churn), and that unpredicted challenges cannot be easily addressed in a traditional predictive or planned manner. Scrum iteration is called a sprint. The sprint is a "time boxed" effort, i.e. it is restricted to a specific duration. The duration is fixed in advance for each sprint and is normally between one week and one month. This ensures an appropriate amount of time is spent planning without allowing waste in the planning process. The weekly scrum meeting is conducted to keep track of daily project progress. During sprint review meeting, the scum master and the product owner access the product and provide their feedbacks for either new changes to be incorporated to the product or the product release.

* *Executing/Controlling:*

This was based on Product owner and Scrum Master.

* *Closing:*

This is the last stage which involves knowledge transfer, project sign-off, training of user, and goes live.

3. What Didn’t Work

* Meeting the deadline for some PBL was difficult for some members. They needed help of the rest of the team members to complete them. Effective communication at certain time was missing since members waited the last minute to request these help.
* Finding the convenient time for each member for live meeting was difficult at some point during the sprint.
* Assigning same PBL and DFD to two respective members was not effective as it could have been.
* The schedule delivery date of the project wasn’t met due to extended deadline of some PBL and the late replies from some members.

4. The Proposed Improvements

* Communication is an important tool for every successful project. Members need to communicate effectively when they are falling behind schedule and not wait until last minute before requesting help.
* Meeting deadline of each PBL is unavoidable in order to meet the product delivery date.
* There should be proper coordination ongoing from team members to avoid “Messy Problem” because the levels of coordination lack feedback and proper update.

5. References

* Kerth, Norman L. *Project Retrospectives: A Handbook for Team Reviews*. New York: Dorset House Publishing, 2001.
* Wiegers, Karl, and Johanna Rothman. “Looking Back, Looking Ahead,” *Software Development*, vol. 9, no. 2 (February 2001), pp. 65-69.