We were able to cover most of our major user stories with some added user stories and unforeseen. There was great teamwork and collaboration between each individual in the group and the product that we released by the end of Iteration 3 was close to the envisioned product.

There were also some challenges that we faced in designing our system/application. We significantly underestimated the time taken to complete each feature, we faced several challenges when implementing a new feature or updating an existing feature which as a result really slowed down our progression. The upload functionality in particular was difficult due to a learning curve and that took the longest time. Also, with each individual/developer in the team having no experience with building a UI, we faced technical challenges such as not knowing how to implement different types of Layout Managers for the UI.

There was also not enough documentation in certain areas of the codebase which made it difficult for developers to understand the code written by other developers. Each developer in the team has their own style of coding albeit each developer has the same coding conventions, the majority of the time was spent understanding the code written by other developers.

What would we do differently moving forward? We would manage time for each iteration better, add documentation throughout the process to show the thought process of each individual developer, and also have more in-person meetings compared to online meetings, although online meetings are very convenient, in-person meetings exhibits more productivity from the members and is more effective and also produce more satisfiable results.

Improving upon the above mentioned statements would provide more satisfiable results at the end of Release 2.