**HelpApp – Project Summary**

Last Iteration:

<https://github.com/chenbachar/HelpApp/wiki/Iter4-(FINAL)>

Documentation and commentary:

<https://github.com/chenbachar/HelpApp/wiki/User-Manual>

Team spirit:

1. Hard work – the team worked hard in order to achieve all the project goals.
2. Distributed work – at the beginning we tried to work together as a group but this way of work did not contributed properly for us. Therefore, we decided to distribute the work between the team members and inform each other of the progress per week.
3. Trust – we trusted every team member to do his job and finish his given tasks.

Iteration progression:

Every iteration we distributed the tasks that has to be completed for the current iteration. In some iterations, the length of the task was too long and too hard, and therefore, we had to postpone it to the next iteration.

In some cases, we thought that the tasks are do-able in one iteration and we found out the "hard way" that it's not that easy.

Things we have learned:

1. Team work – we have learned that the best way of finishing iterations is to distribute the work between the members and regrouping once per week.
2. Planning – planning each iteration from the beginning to help us being focused on our goals.
3. Communication (using 'Gitter') – we have learned that the communication between us and the communication with the course crew, is important to the project progression and advancement and in order to solve hard tasks.

Things we will do differently in the next project:

From the beginning in each meeting we will split the tasks between the team members and we will give feedback on the things that have been completed by each member.

We will study our work environment before we start actually programming and working on the project. That way, we won't have to change the work environment at the middle of the project (we wasted a lot of time on this issue in the current project).

Dealing with challenges:

1. Studying new technologies – we had to study new programming languages and technologies (For example: Android, GAE, JavaScript, Django, Python and more).
2. Deadlines – we set a deadline in which we will have to finish each iteration and it was challenging to meet the deadlines and finishing every task in time.
3. Dealing with issues – we had some issues that the course crew couldn’t help us solve (Such as, 'Android notifications'), thus, we had to deal with them alone and solve it in time.

Dealing with Risks:

During the project we decided to do both 'Android Application' and 'Web Application' and that is why we had to work more time to fit each one to the other (cross-platforms).

Moreover, at the beginning we wanted to work in other programming languages such as (ASP.NET and C#) that we know from previous courses, But we have been told that if we choose to do that, the course crew won't be able to help us. Therefore, we decided to change the work environment to: Python, JavaScript and HTML.

Tools that helped the project progression:

1. GitHub – we have distributed our work between the team members and every one worked at his part separately. Thus, we had to use some sort of synchronization environment and to track each other progression (Issues).
2. Gitter – when we encountered a problem that we could not solve, we talked with the course crew and tried to find a solution.
3. [www.w3schools.com](http://www.w3schools.com) – we used this site (and many more) to help us study the new programming languages.

The future of our project:

Currently, the work on the project stopped but we will continue and advertise the project and the idea to companies of interest.

If we will see there is going to be a lot of interest we will continue and improve the project and we will go online.