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| **LESSONS LEARNED REPORT** | | |
| **Project Name** | GearShare | |
| **Project Sponsor** | Yogesh Sharma | |
| **Project Manager** | Cirus Chakma | |
| **What went well during the project?** | | |
| **Effective Team Collaboration:** Team members collaborated seamlessly, meeting deadlines and maintaining open communication throughout the project. | | |
| **Efficient Resource Allocation:** Resources such as technology, tools, and personnel were well-distributed, ensuring smooth progress. | | |
| **User-Friendly Platform Design:** The final product received positive feedback for its intuitive interface and functionality during testing. | | |
| **What did not go well during the project?** | | |
| **Requirement Changes Mid-Project:** Several new requirements emerged during the development phase, leading to adjustments and delays. | | |
| **Testing Limitations:** Limited time and resources for testing caused some minor issues to go unnoticed until the later stages. | | |
| **What should we do differently next time?** | | **How will this be done?** |
| Continue to involve stakeholders at every key milestone to ensure alignment and satisfaction. | | Schedule regular check-ins and feedback sessions during future projects.  Use surveys to capture user insights for iterative improvements. |
| Experiment with new tools or methods that can improve project efficiency and creativity. | | Pilot innovative tools or frameworks in smaller tasks to evaluate their effectiveness before wider adoption. |