



Software Engineering Project 2013

Chalmers Course DAT255

Post-Mortem Report

submitted by

René Niendorf

Contents

1	Introduction	3
2	Tools	3
2.1	Scrum	3
2.2	Pivotal Tracker	3
2.3	Extreme Programming	3
2.4	github	3
3	Team-Workflow	3
3.1	Work Distribution	3
3.2	Working Hours	4
4	Application Development	4
5	positive experiences	4
6	negative experiences	5

1 Introduction

This report is a post-mortem report about the knowledge and experience gained in relation to the interaction and communication within our team and also reflects the usage of certain tools which were introduced during the lectures.

2 Tools

about used tools

2.1 Scrum

how it was integrated/realised in our team, eg. monday: sprint, wednesday meeting ... was working well in our team, even though the workload was changing due to bachelor theses and other projects

2.2 Pivotal Tracker

needs more practice to use it properly which we havent had. but its integration is easy and it makes it possible to add ideas for future featrures and makes it possible to follow the workflow

2.3 Extreme Programming

not used in its initial purpose but its idea regarding to testing were used. espacially in the database setup where detailed testing was mandatory

2.4 github

complex in the beginning but the introduction in lecture/practice lesson was useful

3 Team-Workflow

3.1 Work Distribution

in first meeting we were talking about the competences of each member and assigned the tasks to them corresponding to this.

i had the feeling everybody was approximately spending the same amount of time on the project(see section Working Hours). Compared to me other team-members were more

experienced in practical programming and therefore more effective in coding than me. But this was not causing a problem at all since there were different fields to work on and some party like gaining data for the database took some decent amount of time expected difficulties because of bachelor theses and different schedules haven't caused big troubles since our communication was really good. we discussed issues in our github repository and used a facebook group for more informal stuff

3.2 Working Hours

planned time measurement see section Scrum

actual outcome was close to my expectations even though the amount of time spent by each person changed from week to week because of deadlines in other projects. so two team members had their bachelor project ending in the first half of our project and were not able to spend too much work on this project during that time but were really putting work into CHalmersOntehgo within the second half. For two other team members it was the other way round. in my case i had two deadlines in my other project during this one and was in kind of average position of the 4 other team members. in final week before handoff we managed to meet everyday and worked/coded together, which was really efficiently

4 Application Development

lot of time spent on research on google maps api

decent amount spent by anders on nav through building which was not possible to get working at the end

database not complete because it takes a lot of time

5 positive experiences

group was nice and everything was carried out in discussions and we always found solution which were good for everyone

first time used scrum: good experienced, will be adapted to future projects of mine

sprint + scrum meetings were perfect

if everybody understood how to use and setup user stories: good tool as well especially for collecting ideas, good for defining workloads, changeable workhours rating in order to fit a team

6 negative experiences

user stories need a lot of practice and need to be understood to be able to work with it in a good way.

it took really long to use them properly but they are good for bigger projects like this one. on a small project i would not use them since they take some time to handle

Working on android applications without having an android phone is a big problem