CASE ITS Lessons Learned

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| Project Name: | Theater Inventory System |

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| **A**. *Identify what went well and why.* |
| Communication between team members went well. The weekly meetings were helpful to maintain regular communication. |
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| **B**. *Identify what could have been done better and how.* |
| We should have included dates for each meeting notes. We had meeting notes but did not include date and location, which made it harder to trace back when putting things all together. |
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| **C**. *Did anything go differently than expected?* |
| Yes. The difficulty of carrying out the actual task was more than expected. We underestimated the difficulties of building our own inventory system from scratch, and after lower the difficulty for twice, it was still a lot of work within the offered timescale. |
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| **D**. *What serious issues were encountered during the project and how were they dealt with?* |
| One major issue was that we iterated with the technologies for over three times during the planning and execution phases which made us a little short in time for the actual execution. To deal with it, we created the issue log and made sure the schedule would still work for the final iteration. |
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| **E**. *What improvements would you recommend for similar projects in the future?* |
| Do more preliminary research before jump started with one solution. Assign research to all team members to find as much solutions as possible. A brainstorm meeting might also be helpful. |
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| **F**. *What were the most valuable lessons learned?* |
| Time management and communication are vital to project success. |
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