LESSONS LEARNED

Project Title: APEX LEGEND MOBILE **Date Prepared:** 01/12/2022

Project Performance Analysis

	What Worked Well	What Can Be Improved
Documentation	A1 Proper documentation of the work to be done, updated point of contact, deadlines and process improvements inputs from the team made the work more efficient.	A2 Inputs from the team could have been done from the starting could be more beneficial.
Environmental issues	B1 Fast resolution of environmental issues and access issues were done by the team to avoid blockers	B2 Environmental and access issues could have been avoided by testing the issues and access before starting the work.
Deployment issues	C1 Deployments were done on time and successfully tested by the team.	C2 Deployment should be scheduled three weeks in advance to avoid any critical dependencies such as medical leaves or holidays. Resources should be blocked for deployment

Cost estimating and control	D1 Software licenses and game servers were nearly accurate.	D2 Other than that, there was no budget match.
Quality planning and control	E1 We achieved the performance and quality of code we aimed for. QA team efforts are tremendous in testing the end-to-end performances.	E2 To meet the deadlines developer made the right efforts in code development but we got lot of defects in QA testing. Development and optimization should be planned more efficiently to reduce the bugs for better quality of code.
Human resource availability, team development, and performance	F1 HR team were always available and all the team internal issues were resolved in time. Extra resources were on-boarded smoothly and exits process were completed on time. Year-end performance evaluation and time to time employee interviews were done. HR team were successful in retaining the essential talent.	F2 Training and development for team could be more efficient. More team building activities should be done to reduce work stress environment.
Process improvement information	L1 Improvement meeting were held timely for continuous process improvement	L2 Project should have strictly followed Agile methodology for more effectiveness.
Other	N1 Frequent changes were asked by the stakeholders. Huge and appropriate Out of scope changes were rejected by the PMO to strictly adhere the timeline.	N2 Lot of time was wasted on meetings discussions over frequent change requests.

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Risks and Issues

Risk or Issue Description	Response	Comments
Infrastructure Issues	To meet deadlines, we hired more resources. We were short on infrastructure resources to provide workstations and supplies to the new resources.	
Electricity and internet outage	Due to heavy rains, we were blocked due to electricity and internet outage in office.	Personal laptops should be provided to employees to work from home to reduce office dependencies.

Quality Defects

Defect Description	Resolution	Comments
Game platform compatibility	The game was not compatible on older versions of android OS.	This issue was identified later in stage. Issues was resolved by the developers.

Vendor Management

Vendor	Issue	Resolution	Comments
Workstation	We were out of workstations for few days due to shortage of laptops.	Due to good relations with the vendor, Vendor provided the higher configuration laptop for our urgent needs.	Company should not be dependent on a single vendor for supplies.