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| DUYTAN UNIVERSITY |
| Reflection |
| Lessons from project |

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# What went well?

* Task identification was helpful to focus work
* Initially, effort for unplanned tasks was not tracked, planning is more accurate
* Followed Waterfall process
* Writing technical documents
* Meeting with mentor to figure out problems and how to solve the problems

# What did not go well?

Over time than planned, not follow the plan tasks

* Have not analysis relating to the duties performed tasks
* Did not have a defined requirement tracking mechanism
* Production code and its quality have not been verified
* Interactivity with customer is critical to develop user stories

# Positives

* Understand the objective and scope of the project
* Adequate understanding of project management and systems management
* Better understanding what is SCRUM and how to apply SCRUM in a real environment

# Negatives

* Workload balance among team was not even
* Some put in too much time
* Some put in less than minimum required
* Many tasks were reassigned to different team member due to misunderstandings about a task
* Still have no clear architecture documentation
* Task completion percentage not 100%
* Not finishing all the tasks of a release cycle
* Must have a good description and exit criteria for each tasks: People have different understanding what task is and when it is done

# Lessons from project

* All members learn more experiences and skills in Team-working.
* Learn the way how to write the documentation follow waterfall process.
* To be aware of how to guide our student do project follow waterfall process.
* Do experiments to minimize unknowns
* Do identify, manage, and control our risks
* Do more team building activities
* Don’t start with agile process with unknown team in plan-driven development