Self-reflections for release 1

Ben LaFeldt:

A big roadblock when we first started the project, was for the features of the releases. We didn’t know how long each feature would take, because everyone’s knowledge was different and we all wanted to learn something new with this project. We set expectations we thought we would be able to handle and then went from there. We had some communication issues because some things are too long to send in an email and we all had varying schedules and class locations. We also had a difficult time figuring out the roles and responsibilities of each team member. Jack is a web developer and Nathan wanted to do front end work, so we decided to do a web application. Jack took the role of the team leader as the project was his vision and Nathan took on the front end portion. At first, I wanted to help with the back end work, but at this point, I haven’t taken database or data communications so I would not be much help with the backend of the project. For a purely web based application, I cannot be very helpful with the coding, as my known languages are Java, C++, C#, Python, and Android. Since I could not help by coding in this release, I found my place as the project manager, assuming a more business oriented role. I handled all the non-coding deliverables for the project turn in, such as: Use case modeling and writing, the project objective and scope, the Roles and Responsibilities, etc. We implemented the desired features for this release ahead of schedule so we have time to add in more features in the future releases. I also felt that even though I contributed as much as I could for this release, I did not contribute as much as my teammates did to this project because of my lack of web development knowledge; so for the next releases, I will be working on a mobile (android) view of the web application to give users increased functionality, along with continuing to manage the project deliverables.