Post-Mortem Review

Project Name:　　　　　Pokémon Plushie Shop

Project End Date:　　　August 27, 2022

Project Sponsor:　　　　Ash Ketchem

Project Manager:　　　　Professor Oak

Post-Mortem Facilitator: Jed

Date:　　　　　　　　　August 27, 2022

Project Results

Project Schedule	
Item	**Reason for difference**
Planned Start Date: August 4, 2022 **Actual Start Date:** August 5, 2022	Not significant delay
Planned End Date: August 20, 2022 **Actual End Date:** August 27, 2022	Delays due to developer work load and learnings in application deployment
Recommendations and additional Comments	
Part time development work is manageable. Timelines need to have a buffer to allow room for delays. Having a buddy-system for coding and development will go a long way in ensuring timely deliverables.	

Project Phases			
Project Activity	**Planned date**	**Actual date achieved**	**Cause of variance**
Kick-off	Aug 4, 2022	Aug 4, 2022	
View all plushies	Aug 5, 2022	Aug 5 2022	
Select a plushie	Aug 8, 2022	Aug 8, 2022	

Add to cart	Aug 9, 2022	Aug 9, 2022	
Fill-up order form + Search bar	Aug 15, 2022	Aug 18, 2022	Study new features
Subscribe to newsletter	Aug 18, 2022	Aug 15, 2022	
Mock a subscription email notification	Aug 20, 2022	Aug 16, 2022	
Complete migration	Aug 26, 2022	Aug 22, 2022	
Go-Live	Aug 20, 2022	Aug 27, 2022	Challenges in deployment
Fulfill closing documents	Aug 22, 2022	Aug 27, 2022	Challenges in deployment

Project Budget			
Planned budget	**Actual budget**	**% Variance**	**Cause of variance**
USD 0	USD 0	N/A	

Quality Control			
Deliverable	**Pass/Fail**	**Issues**	**Remedial Action**
Plushie search, viewing, and selection	Pass		
Add to cart feature	Pass		
Ordering system	Pass		
Newsletter subcription	Pass		
Closing documents	Pass		

Lessons Learned - Successes	
Project Successes	**Future recommendations**
The capstone project is now live and workable! Anybody can submit their data and order a plushie New skills! This capstone project enhanced the skillset of the developer.	Consider having administrator capabilities to manage available products and process orders. Migrate to a new server platform due to policy changes. Include provisions for cybersecurity.

Lessons Learned – Pain points	
Challenges	**Future recommendations**
Managing both full-time and part-time coding is bearable. There is always a risk of commiting overtime in order to catch up deliverables from both worlds New knowledge was not available at the start of the deployment process. Having a playbook or a manual would have avoided this.	Consider having manuals and playbooks in order to fulfill the original timeline. Consider buffers to manage expectations. This will enable the team to take in set backs.