**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**

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| **Project Schedule**  **Project role** | |
| **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. | |

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| **Project Phases**  **Project role** | | | |
| **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 |

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

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| **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 |  |  |

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| **Lessons Learned - Successes**  **Project role** | |
| **Project Successes**  **Actual budget** | **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. |

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| **Lessons Learned – Pain points**  **Project role** | |
| **Challenges**  **Actual budget** | **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. |