Group Project 1

Post-Mortem

Overall, our team worked rather well with one another. We implemented tasks amongst ourselves according to our skill level and strengths. For instance, because Brian was good at extracting ideas into something that was functional and understandable he was made the designer for the use-case diagrams. Brendan tends to think very in-depth about situations and possibilities. This made him perfect for the task of being the scribe and to create the use-case descriptions. Brian and Brendan were usually together, so they worked together for the development of the glossary, use-case diagrams, and use-case descriptions. Lindsey was made the leader in order to bring balance to the team. She had previously worked as a leader in both IP01 and IP02 projects and she was very big into planning and design. Brian specifically requested that she be leader so he would not be controlling over everything. Because we were comfortable with working together and we knew each other's strengths and weaknesses, we were able to develop a good foundation for our teamwork.

The con for our team was our lack of understanding the depth of the details that went into a Requirements Workflow. Because we were inexperienced with the documentation processes of the Requirements workflow, the project was more of a learning process at first and took longer than it could have. This was to be expected, however, next time we will attempt to get the concepts cleared up with our instructor. Also our team could have met together as a whole more. Even though we discussed our issues and progress frequently with one another, our team meetings could have been orchestrated more often and efficient