**Sprint 5 Post-Mortem**

**for the**

**SIUE Department of Computer Science**

**CS425 / CS499 Senior Project**

**Software Design and Implementation Courses**

**by**

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**of**

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**Learning Outcomes-Based Assessment Database Team**

# Project Burndown chart:

Shows how many hours the team has left for the remainder of the project. We completed 27 person-hours dropping the total person-hours from 154 to 127 person hours.

# Project Effort Chart:

Shows how many person-hours each team member put in over the course of the project.

# Project Velocity Chart:

Shows the weekly breakdown of the average person- hours each team member put in during the weeks worked so far.

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**Fall**

# Analysis:

During the fifth sprint the team was supposed to work on Assignment tab functionality, as well as finish the skills tab and begin working on the Outcomes tab. However, during the second week of this sprint the team had to spend time working on Code Reviews. Along with the code reviews, all of the members of the team also had to spend more time than planned on other classes. Both of these unplanned events cumulated into the team having virtually no time to work on the project, as we had planned.

Because, the team has been operating ahead of schedule the impact of this mishap was minimized. However, with the Beta Release approaching the team still needs to complete the work planned for this sprint, as well as the next. In order to accomplish this, the team plans to push the tasks that we did not finish during this sprint onto the next sprint, as well as working the tasks planned for the next sprint.

During sprint 5 the team worked a total of 27 hours, this brought the remaining person hours down to 127 person-hours. This means that each member of the team must work 7.9 hours per week for the remaining 2 sprints to accomplish the goal.

Based on this data the team believes that we have plenty of time to complete the project.