

INF 112 OBLIG 2

GROUP 6



TEAM PRESENTATION

Introducing the TEAM

Team members and roles:

- Sverre – test manager
- Loc – code monkey
- Benjamin – diagram master
- Eirik – graphics manager
- Stian – version control manager
- Vegard – documentation manager
- Robin G – code monkey
- Robin E – test manager

Group meetings

Meeting schedule

- Tuesdays, 12:15-14:00
- Thursdays, 14:15-16:00

Meeting structure

- Attendance
- Pre-meeting catchup
- Main topic
- Meeting review
- Conclusion

... in theory.

Process and tools

Communication

- Initially: Facebook Messenger
- Later: Discord
 - Channels
 - Notifications

Tools

- Internal documents: Markdown (simple)
- Official documents: LaTeX
- Documentation: JavaDoc
- Testing: Junit
- Project tasklist: Trello
- Version control: Git

THE GOOD, THE BAD THE UGLY

Our good and bad moments



The Good

- Quick to get organized, assigning roles
- High team spirit
- Good overall team competence

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Our good and bad moments



The Good

- Quick to get organized, assigning roles
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The Bad

- Communication trouble
- Hard to keep focused, subgroups
- Difficult to distribute tasks

CHALLENGES

now and in the future



FEATURE CREEP

ISSUE: Wasting time on irrelevant features

CHALLENGES FACED:

A lot of feature ideas were suggested early on that would waste time and resources

SOLUTION: Incremental work process, focus on essentials (sprints)



BAD TIME ESTIMATION

ISSUE: Difficult to predict how long things take

CHALLENGES FACED:

Occasional overoptimism about how fast we could produce certain deliverables (ex: product spec.)

SOLUTION: Frequent meetings for schedule drift correction, communication

CHALLENGES

now and in the future

INTEGRATION ISSUES



ISSUE: Hard to integrate separate parts as a consistent whole

CHALLENGES FACED:
Hard to compose unified documents from separate pieces

SOLUTION: Specify the interfaces and requirements ahead of time

COMPETENCE LOSS



ISSUE: May lose core competence temporarily or wholly

CHALLENGES FACED:
Some team members could occasionally not make the meetings

SOLUTION:
Communication, competence redundancy

Retrospective

SUMMARY

Results of this project

- Meeting/communication organization
- Role distribution
- Tools for later iterations chosen
- General project plan
- Deliverables

In retrospect...

- Minutes “Meeting review” section
 - Recurring: focus
- Meeting discussion transition:
wide → narrow
- Deliverables: abstract → concrete

In conclusion:

- Group has largely been experimenting
- Process has changed a lot in a short space of time
- **This is a starting point**

THANK YOU