

TODO List Manager on Steroids

Post Mortem Assessment Document

Team 3.09

1. Introduction

The goal of the project is to extend the existent TODO List Application on Android to a Web application and to provide sync functionalities between the Android and the Web application, thereby enhancing the user-experience. This document aims at providing an overall assessment of the project as a whole with a view to analyse the accomplishments and shortcomings faced in the process.

2. Project Members

Name	Role	Contact Details
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3. Document Revision Details

Date	Document Name	Reasons	Authors
10/31/2012	Revised Risk Assessment	Some necessary changes and details added	Manika Andotra
10/31/2012	Revised Project Plan	Project details modified	Gerard Mundo Bosch
11/05/2012	User Manual	Additional screenshots added	Manika Andotra
11/05/2012	Completed System	Additonal Test cases	Manika Andotra

	Test Results	passed after code modification	
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4. Aim of Assessment Report

The Post Mortem Assessment Report aims to provide the following results:

- a) Analyse and assess the deliverables and success of the project
- b) Make note of the best practices implemented for future project use.
- c) Identifying the problem areas and shortcomings and analysing the extent to which they were dealt.
- d) Summarizing the main lessons learnt from the project in order to follow these guidelines while making the next project.

5. Assessment Parameters

The Post Mortem Assessment Report takes into consideration the following parameters in order to assess the project:

- a) Number of Project requirements fulfilled
- b) Efficiency of implemented project code
- c) Number of test cases passed
- d) The extent of clarity and communication through documentation

6. Project Performance

Activity Name	Quality of Deliverable
Project Plan	92: The Plan covered was detailed and easy for members to follow. The estimates given in the project plan doc were a bit different from the actual ones.
Requirement Analysis	95: The team identified basic requirements desired by the customer at first and gathered almost all requirements after getting feedback from the customer.
Initial prototype	92: The initial prototype the team

	developed was simple and missed some functionalities. The prototype had independent functions working on MTM and WTM but were not set to sync. The revised prototype catered to most of customer's need.
Design	94: The assumptions, constraints and system environment were all well-defined. The architecture and details are well-designed and projected.
Code	96: The code was developed based on low-level design and contained all desired modules. It was clear, understandable and well communicated with comments put wherever necessary.
Testing	95: The test plan strategy and test cases were designed to verify that the application could behave as expected in requirement. Code was tested against all major test cases and found to withstand majority of the tests. But testing was not conducted with JUnit as expected in test plan.
User Manual	98: The user will be able to easily follow the instructions given in the document with the help of given screenshots

7. Productivity Assessment

- Total time spent – The total time spent on the project is about 80 hours.
- Total lines of code in delivered product – The total lines of code in delivered product is about 4000.
- Total lines of project documentation – The total lines of project documentation is 2000.
- Productivity score: The productivity score is 98.

8. Quality Assessment

- a) Total number of test cases: 83
- b) Total number of defects found during testing: 20
- c) Total number of defects fixed: 18
- d) Quality score: (0-100, with rationale for score): 96

9. Recommendations

The project faced delays while implementing the sync part between the android app and the web app resulting in less time for synchronised testing between the two apps.

Once finalised on the technology to be used for synchronisation, the team was able to accomplish much of the set out tasks and verified those with testing. The team is advised to identify the difficulty parts early on and work on it in order to avoid delays at later stages.