Project Postmortem

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1. Would you plan the release of project features differently? That is, did your plan result in releasing something too early, when another feature could just as well have been include in its stead?

   No, my team did not experience this situation in the project. In first release we had implemented the use cases which formed the basis for the use cases that were planned for R2 release.

2. Identify risks you encountered, those that never occurred, and problems that arose that you didn't expect or plan for. How would you want to deal with risk in future projects?
   ● Imbalance in software programming experience amongst the team members.
   ● The team members had different course schedules and it was difficult to co-ordinate work according to each ones schedule.
   ● Initially, we thought the implementation of use cases and required testing will finish our project. However, we realized we require supplementary functionalities to be implemented to improve the quality of the project. Since we were following the internal deadlines of the team, we managed to have additional time for these supplementary functionalities.

   We would like to deal with risks in future projects by:

   ● Having training session in the team to try and reduce the imbalance in software programming experience.
   ● Communicating well in advance of the need based meetings.
   ● Performing an in-depth analysis of the additional supplementary functionalities during the requirements phase.

3. What was the most difficult or challenging aspect of the project?

   According to our team the most challenging aspects of the project are following:

   ● Integrating the code of different use cases developed by different team members. Moreover, managing dependencies between the use cases and changing the approach according to the other implemented use case.
   ● Bringing every team members varying technical proficiencies to one channel and using it in task/use case assignment.
   ● Deciding/limiting the number of use cases to be delivered in releases.
   ● Finalizing the test coverage to cover in each test cycle.

4. Did any of the changes in the process (the way your team organized and performed its work) that were made after the first release have any effect? If so, what were the changes and what were the effects?
   ● Post release 1, we decided to use a document to ensure adherence to internal deadlines thereby alleviating slippages in deadlines.
   ● Knowledge transfer sessions and coding meet ups helped the team members to implement crucial use cases in a fast paced manner.

- We spent adequate time on testing for later releases of the product.

5. What aspects of your process or your team's organization had the largest positive effect on the project's outcome?

The roles assigned to the team members and internal deadlines of the tasks set for team helped in finishing the required tasks and eventually the project on schedule with higher quality.

6. What is the most important piece of advice you would give to students who take this course in the future?

We would advise students to work as a team, help each other, discuss the difficulties they are facing by communicating with each other and meet the deadlines set for project.