# Course Management System Retrospective Summary Report 2/10/2018

**Summary** 

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## **Things That Went Well**

**Issue** Final implementations and development of the software development

**Process** The final anticipated Course Management System Software has been completed and

tested by the team. It has been packaged such that it is ready for shipment to the

product owner.

**Technology** Eclipse IDE, Java Programming Language, JUnit test package

# **Things That Could Have Gone Better**

**Issues** Communication was the main issue by then, and was sorted.

**Process** We as a team notice that an effective channel of communication was key such that we had selected *Messenger* as a communications channel. But this proved not to be an effective channel since members logged into their *Messenger* accounts at

different times.

This issue was solved by members making phone calls to each other and also agreed that the Scrum master was the main person to contact in case of any help though a member is also allowed to contact fellow members themselves.

# **Things That Surprised Us**

**Issues** Experience in the tasks allocated.

#### **Process**

Team members were happy as each was given a task that they had experience in executing. As members took on these particular tasks, working on them was easy and the project kicked off on a very positive note.

## **Lessons Learned**

#### **Issues**

- Team Work
- Experience
- Effective communication
- Trust

#### **Process**

- The above issues were learnt by the team such that working a team is important in handling a complex project or any given task.
- The experience of an individual is important in getting a given task done at its best, hence bringing out a good and perfect product at the end of the project.
- We also learnt that choosing an effective channel of communication is important in enabling the team move a head at a good pace as individuals may need help or want to ask questions.
- Trusting other team members are completing their allocated task well is an important factor in having an effective team as a lack of trust can lead to conflicts that will likely impede the development progress.

## **Final Thoughts**

### Things to Keep

Teamwork is key when one joins other people to do or conduct a given task. Teamwork leads to one learning from others and leads the team to achieve great mileage in a short time, as tasks are shared among members. Teamwork pays.

## Things to Change

When a team realises that the means of communication is not working right as required, there is a need to change it at the earliest stage of the the project or immediately it is noticed.