Development Retrospective

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## 1. Introduction

In this project, our team developed a GUI based database analyzer for the adventureworks database published by Microsoft. With our application, the user can comfortably examine the data presented in the database without prior experience with Mysql commands, and We also implemented the dashboard feature which presents several figures that are important for the business, such as employee age distribution, sales by year, sale by country, etc. Overall our product will be a great tool for business to analyze their employee insight and their recent company performance.

## 2. Team Experience

My experience with my team was fantastic! Everyone was actively engaging in the daily meeting, and I believe all team members were having fun with the project. I was given the opportunity to code the back-end portion of the application, where it handles parameters passed in by the GUI and output the information that is needed by the user. One of the main challenges was the method “SearchPath” where it needs to find the path from table A to table B. I was able to solve this challenge by creating an adjacency matrix and implements a bidirectional graph search.

## 3. Product analysis

I would rate the quality of our final product to be 10/10. Also, I learned a very important lesson I would like to share. Teamwork is vastly different from independent work, so it is important to connect to your teammate daily. For example, our team didn’t discuss who is going to working on which part of the project, and later on, we found out that two people were working on the same part of the project. If I have another team project, later on, I will write out the planning for each portion of the project and assign team members to their preferred part.

## 4. Work analysis

I am very proud of my work, and I like the synergy among our team. Every part of our project went extremely well, especially the GUI portion, which I think is the top of the class. As I wrote above, I believe our team could have done better on the designing phases, where we assign each member to their corresponding portion.

## 5. Conclusion

Throughout this project, One very important lesson I learned is the daily connection between team members, and every member has the responsibility to communicate to the rest of the team on their ideas and findings. I contributed to this project by writing out the back-end portion of the code and did the documentation for the code I wrote. I also contributed to the GUI portion by providing new ideas and findings. Overall I think everyone on my team contributed 25% of the work, and I like my team and members.