**CS3307 Group Project - Final Documentation**

**Fall Session 2017**

**Project Description**

This stage is part of the group project for CS3307.  A full description of the project [can be found here](https://owl.uwo.ca/access/content/group/df1797bc-56ba-4230-9065-cdbd30035a7d/ProjectSpecifications.html).

**Purpose of the Stage**

The general purpose of this assignment is to conduct a postmortem on your project, reflecting on your design decisions and what went well and what didn't.  In particular, this stage will give you experience in:

* conducting a postmortem on a software project
* critical reflection to foster growth and development as a software professional

**Assigned**

Monday, November 13, 2017 (please check the main [course website](http://owl.uwo.ca/) regularly for any updates or revisions)

**Due**

This stage is due Friday, December 8, 2017 by 11:55pm (midnight-ish) through an electronic submission through the [OWL site](http://owl.uwo.ca/). If you require assistance, help is available online through [OWL](http://owl.uwo.ca/).

**Late Penalty**

Late assignments will be accepted for up to two days after the due date, with weekends counting as a single day; the late penalty is 20% of the available marks per day. Lateness is based on the time the assignment is submitted.

**Group Effort**

This stage of the project is expected to be a group effort, with each member of the group contributing equally in a reasonable fashion.   Feel free to discuss ideas with other groups in the class; however, your submission must be the work your own group. If it is determined that you are guilty of cheating on the assignment, you could receive a grade of zero, and you may be penalized further by the value of the assignment. That is: this assignment is worth 5% of the overall mark; if you cheat, you could receive a grade of -10%, and your maximum possible mark in the course would be 90%.

**What to Hand in**

Your final documentation, as noted above, will be electronically through [OWL](http://owl.uwo.ca/).  You are to submit all relevant documentation as discussed below.  Please include a cover/title page with the title "Project Postmortem Report", the course name and number, the date, team number, and list of group members.  Only one submission per group is necessary.

**Stage Task**

For your final documentation, you will prepare a report of at least 4-5 pages (not including the title page) but no more than 10 pages discussing your choices and experiences in developing your group project.  A list of topics is presented below, but you may add to this list, if you like.  You are expected to write this section in essay form -- i.e. using paragraphs.  You should use sectioning and headers to begin each topic.  You do not have to cover the points below in the order in which they are listed, but they must all be covered.  Note that marks will be deducted for spelling, grammar, and flow of the report.

The topics to cover in your report include the following:

**1.  Project Summary**

You should provide a brief overview of the project, outlining the main development objectives and tasks that had to be completed along the way.  The original project specification and your users stories should provide a suitable foundation for this.

**2.   Key Accomplishments**

In this section, you discuss the highlights of the project.  In particular, you should address the following questions:

* What went right?
* What worked well?
* What was found to be particularly useful?
* What design decisions contributed to the success of the project?

Think about these questions in the context of both your software/technology and the processes/methodologies used in constructing it.

**3.  Key Problem Areas**

Things can't go smoothly all the time and every road has a pothole or two along the way.  In this section, you discuss some of the issues encountered in working on your project.  In particular, you should address the following questions:

* What went wrong?
* What project processes didn't work well?
* What technical challenges did you encounter?
* What design decisions made it more difficult to succeed in your project?
* What were the effects/impact of these problem areas?
* What corrective actions did you take to resolve the problems?

Again, in answering these questions, consider your software/technology and your processes/methodologies.

**4.  Lessons Learned**

Summarize and describe the key lessons and takeaways from the project.  Think about what you would do differently and what you would do the same.  Also, be sure to include new processes or best practices that were developed or discovered as part of the project, and to discuss areas that could be improved and how you would go about doing so.  Finally, discuss if you would like to work on a similar project again in the future, as well as why/why not.