Carlin Index Post Mortem:

Jason:

-I don’t take notes. In hindsight this could be helpful.

-Twitter API moved from 1.0 to 1.1 and Ryan was unaware. You can’t query the twitter API for exact information. We had to revise the requirements.

-Hasn’t built many front end UIs. It was a challenge to find the right tools. Used layouit, table cloth, and bootstrap.

-DEFECT: Tweets can have special characters. If the top tweet has a special character that can’t be saved in the DB. Look for the special characters before making the data entry.

-Need ability to see app logs especially any exceptions thrown by web server

Mark:

-Ec2 micro doesnt have enough memory to run a JVM for play

-Memory utilization reporting through cloudwatch required custom script

-Aggregating memory data across auto scaling group is confusing

-A lot of permissions issues with ssh-keys, IAM roles, profiles.

-git-webhook - the hook was easy to setup but determining what method to use to depoy across an auto -scaling group took a long time to figure out. There are a million ways to do it and it took a lot of time to -research all of them.

-Dependency Hell (wrong versions of play/javac)

-Race condition in 'never down' deploy

-Not enough time!!

-Storing new AMIs and launching new EC2's take forever

Lindsey:

-The leaderboard feature was easter egged in the requirements document. It was mentioned about halfway through the doc rather than in the requirements section.

-This is my first stab at writing an API document. I wasn’t able to give this task the time it needed.

-I wasn’t able to run the full test plan on the application. This was due to time constraint.

-Our test cycle went very well! When the application was ready to test, I tested for about 10 minutes and let Jason know about two high priority defects. He fixed the defects in about 5 minutes. Mark pushed the new build with Jason’s fixes in 10 minutes. I tested jason’s fixes within 5 minutes. We had two critical fixes identified, fixed, deployed, and verified as fixed in 30 minutes. GO TEAM.