

# Lessons Learnt Report

## SRV (Student Results View)

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### Project Description:

SRV proposes to ease a user into keeping track of the progress of a student in any qualification he/she might be enrolled.

It also allows a student to request a parchment upon successful completion of all the competencies in a qualification, a lecturer to produce a parchment checklist and admin staff to manage users and confirm parchment release.

### Events Causing Deviations:

- A change in the team structure when the work on the project was already started, caused the stakeholders to revisit the scope of the project. The addition of a new team member with a lot of field experience meant that there could be an increase in the scope, including functionalities that weren't considered in the original scope.
- The team decided to deviate from the original plan and to try to use a different approach with the Electron framework.
- The project navigated placidly for the first months, with slow but steady progress. A sudden rise in the number of assignments and in the amount of work required to complete some of them, brought the project to a halt.

### Assessment of Technical Methods & Tools:

Were the technical methods and tools used the most appropriate for the project? Looking back would you make any changes?

The introduction of Gonzalo to the team comported the adoption of Electron as the technology of choice for development.

Electron has been a very flexible tool and allowed us to implement features quickly, to the point that the line between prototype and functional product became more and more blurred.

The use of Electron made prototyping and implementing features going along almost simultaneously.

I personally consider this speed and flexibility a big advantage and definitely something I'll keep dear for my future endeavours.

That said, this approach needs some more tuning to be considered efficient. Too much enthusiasm and the product quickly outgrew what it was supposed to be.

I think it would still be more useful to use prototyping to fully define features and functionalities and stick to those.

### Assessment of Project Management Methodology:

Any recommendations for future enhancement or modification of the project management methodology.

In my opinion Agile is the way to go for software development. Keeping the focus on the product is the best way to keep everyone involved interested in the project and its evolution. I would still identify some basic

things needed, such as minimum commitment, time frames etc. that are necessary to make a project manageable.

In addition, the team should be able to work closely. If not physically closely, at least the amount of communication should be enough to overcome distance.

Documentation doesn't have to become the wall against which projects crash. Keep it simple and keep it clear. Writing documentation should become an act of accomplishment shared by the whole team, not the doomed faith of the short straw.

## Measurements:

Measurements of how much effort was used to create the various products.

The measures are expressed on a scale from 1 to 10, where one means 'Non existent' and ten means 'Complete Devotion'.

The effort that the team put in the development of the SRV Project has been intermittent during the semester.

In the first stages, the gathering of the requirements and the production of the related documentation required a lot of effort from everyone, but the results have been slow to come. We were eager to start producing something, but the early difficulty in figuring out how to move, the change in direction and the difficulty in clearly identify the features and functions that needed to be created made the project stumble.

- Products of this stage: Problem Definition, Project Charter, SRS, Feasibility.
- Measure of effort: 7

Once the requirements had been officialised, the team worked on familiarising themselves with Electron to produce a prototype. In this phase, the enthusiasm was higher and in a relatively short time we managed to produce a lot. Most of the required functionality have been implemented, as well as some functions that weren't in scope.

- Products of this stage: Prototype, SRV (Incomplete), Project Plan.
- Measure of effort: 8

When the end of the semester approached, other subjects' assignments and tests took over and the effort the Team put in the development of the SRV dropped badly. The product is still incomplete, and the remaining documentation has been put together without enthusiasm.

- Products of this stage: Implementation Plan, Risks, Support, Testing.
- Measure of effort: 4.

## Lessons Learnt

Number:	Lesson Type:	Performance:	Author:	Description:	Action:	Date Identified:	Updated:
#	Management, Quality, Issue, Technical, Event etc.	Well or Badly	The person reporting the lesson	A brief description of the lesson	Brief descriptions of how to either reproduce or avoid this event in the future.	Date raised	Date the lesson was last updated

001	Technical	Well	Alessandro Ferro	The use of the new Electron framework made prototyping and implementing features going along almost simultaneously. Its speed and flexibility are a huge advantage and something I'll keep dear for my future endeavours.	Having in the team someone passionate that is willing to always keep up to date with the newest technologies.	25/06/2019	
002	Events	Badly	Alessandro Ferro	Team members commitment can't be forced. Unrelated events outside of TAFE can affect the availability of a team member to participate in the project.	As a project manager, a friend and a human being, it is important to offer support, empathy and to take some of the weight off from each other shoulders, should the need arise.	25/06/2019	
003	Issue	Badly	Alessandro Ferro	It happened that the sponsor wasn't readily available in a couple of occasions. As a result, the work on the project stopped completely.	If major steps in the development are in the limbo due to the lack of external input, the team should keep working on other tasks that are not necessarily dependant on the that one.	25/06/2019	

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004	Technical	Neutral	Alessandro Ferro	The difference in skills level between team members came with pros and cons. Being the technical weak link of the team gave me the opportunity to up my technical skills and I found in my team mates extremely helpful people that never hesitated to take the time to explain me what I didn't know. At the same time, I couldn't help but feel that the project aim was out of my reach and of my control. I suppose that this point comes down to personal interpretation more than any other one.	An experienced team member willing to share his/her knowledge is a lucky event that should be taken advantage of as much as reasonable. Training lessons should be scheduled and made standard. They would be beneficial for everyone.	25/06/2019	
005	Management	Badly	Alessandro Ferro	Once the amount of work outside of the SRV project (read: assignments) became overwhelming, the focus shifted from the project. This can happen at any time and for any reason and must be expected.	A minimum commitment that anyone can grant to the project (save for major impediment) should be established. Starting from that, a schedule should be developed so that no matter what, every week for at least that amount of time, the team get together and work gets done.	25/06/2019	
006	Management	Badly	Alessandro Ferro	SRV has been the first software development project I've been part of and despite I tried to keep a prudential approach, I ended up pushing my limits anyway. Pushing the limits is a good thing, but only when you have a good idea of what your limits are.	Learning one own limit is something that always comes with experience and that experience alone can teach. Now, at least, I know them better.	25/06/2019	

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007	Management	Badly	Alessandro Ferro	<p>The team members had different time schedules, with very little free time to interact with each other outside of lessons hours.</p> <p>Some collaboration happened via Email, some other through Whatsapp and some with a team member acting as a liaison officer between the others.</p> <p>The result was that in the few occasions we had to sit down all together and work on the project and its related deliverables, a big portion of the time needed to be used to get everyone on the same page.</p>	A better and more consistent use of the existing collaboration tools would probably be enough to prevent this from happening.	25/06/2019	
008	Management	Badly	Alessandro Ferro	<p>ITWorks leads could have been involved more. They have the experience and the technical know-how to lend an help to the team.</p> <p>As a first project, there is a lot that need to be learnt. Following in the steps of who has already been there and made it successfully multiple times is probably one of the most important lessons, but at the same time I consider it to be normal that someone at the very first experience needs to figure out alone how far he/she can reach. I think that the overall purpose of this class was to give us a safe playground where we could find it out by failing without heavy consequences.</p>	Reach out to who knows better. Now I am the one looking for help, one day I may become the one with help to offer.	25/06/2019	

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009	Management	Badly	Alessandro Ferro	Client involvement needs to improve. If the interactions are few and apart from each others, even if the result of those interactions can be considered good, the project risks to become stagnant and none of the stakeholders feels involved anymore.	Scheduling regular meet ups with the stakeholders keeps the project alive. Developer feel invested in produce something to showcase and the interest of the client would be kept up by his/her vision taking form in front of him/her.	25/06/2019	
010	Management	Well	Alessandro Ferro	We've tried to be all over the place when it came to talk to other students, to gather new ideas and compare our work.	Keeping active and involved with peers. Participating in meet ups and make sure that our presence is "felt" in the community.	25/06/2019	
011	Management	Very Well	Alessandro Ferro	Team culture. In our first meetings we stated some common points we agreed would have made team life pleasant. We all stood by those points and our team went through the semester harmoniously. I would keep working with this team even outside of TAFE. Clear, honest and straight forward communication, together with respect and open mindedness make a solid base to improve and build the traits that would make our team a very strong one.	Keep up communication between team members. Be it to compliment or to critic, to propose an idea or to vote against it, respectful and open communication is the spine of a healthy team.	25/06/2019	
012	Technical	Badly	Alessandro Ferro	Although Electron made prototyping and actual development almost the same thing, the risk is to overgrow the project scope without even realising it.	Coming up with a client approved prototype that define exactly what the product must do and stick with it would prevent this from happening.	25/06/2019	