Team #1

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Senior Capstone

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Iteration 5 Closeout

There were many things that went right, but still many things that went wrong. We had all the UI logic left to do this iteration, and some of the people it was split up between didn’t have a total understanding of what they were doing, so it was a lot of side-by-side coding and questions and a really big mess. But we were able to pull through and got the majority of what we needed to, done. It was a lot of rushing and throwing things around.

There were things that did go right, though. We were able to finish the REST controllers and proceed with putting the UI logic to use, and we completed all the finishing touches on the UI design.

There were two risks we missed with this iteration. One pertained to the UI logic—we assumed the people assigned to it would be able to catch on significantly faster than they were, and it was a lot of pressure and extra work put on the person who did know what they were doing. The other risk we missed was the amount of work we should have gotten done earlier in this project, because there was a lot to finish at the last minute, and we had no way of knowing how awful this would be until we reached the very end.