CONCLUSION

PROJECT MANAGEMENT STRATEGY:

Agile methodology was used for strategizing our project as it is an iterative approach  
of the software development lifecycle which breaks down project into smaller phases  
called sprints. Each iteration was reviewed and critiqued by the project team. Insights  
gained from the critique of an iteration were used to determine what the next step should  
be in the project.  
Requirements were gathered using the brainstorming technique in which all the  
members in the team discussed and analysed various existing event applications and  
pitched in their ideas and features. All the features considered for the application during  
requirement gathering phase were listed in product backlog of Zenhub.  
Criteria for considering the features for each sprint were discussed in the team before  
the start of the sprint, based on the application flow. The tasks assigned were updated  
regularly in the Zenhub with the progress. Following steps were followed for each  
sprint:  
1. Sprint Planning: This was done at the beginning of a new sprint with the purpose of setting up a prioritised worklist for entire team by discussing the features needed to be included in the sprint based on the application flow and the amount of work and time needed to be completed in sprint. Each feature was divided into several stories and assigned to members of the team along with the estimated points depending on the complexity of the task in Zenhub.

2. Daily Stand-up meeting: This was done in the team to keep everyone updated with progress of the task assigned, to have the visibility of progress and to discuss issues if any.

3. Sprint Review: Demo of the work progress were given to the project coordinators every week. Inputs and Feedback from the coordinators were considered for improvements of the project.

4. Sprint Retrospective: Main aim of retrospective was to find out what worked well and what didn’t in the previous sprint. For different types of issues, the team picked up most voted issue to discuss and find the solution together. This meeting helped in measuring the team performance and factors that affected the team productivity to improve the process.

*Agile Project Management*

Diagram

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SWOT analysis which is a strategic planning technique was used after every sprint  
retrospective to identify the strengths, weaknesses, opportunities and threats faced by  
our project. This technique helped us in identifying possible strategies in order to  
achieve predefined objectives. The method was used especially for improving  
processes in the project.

CHALLENGES, LEARNING OUTCOME AND FOLLOWING COMPLEXITIES

The biggest challenges faced during the project development are:

**Technology:** Understanding and learning new technologies like React-Native and its Compatibility & debugging issues. we are coming across various issues with package compatibility or debugging tools, but it is being handled by hard work and various learning tools in order to remove all the negatively impact our development and **spend time on troubleshooting.** Integrating of different components of development in the stipulated timeframe is also challenging for us as React-Native is completely new to us.

**Project Management Tools**: Understanding the flow and usage of GitHub and Zen hub was challenging(like creating an issue to epics and then assignment of work in order to allow it going through many phases of project) as none of our Team member used Zen Hub before but It was an amazing experience in learning and getting command of these project management tools. All the Major Areas of the project is scheduled on Zen hub. All problems were overcome by following the guidelines given by our co-ordinators, Team Member and available guidelines which allowed us to be more efficient and proved to be one of the effective ways to share knowledge and reduce time in learning. Github and Zenhub used during the process helped not only in learning them but also helped us to stay focussed and finish tasks on time with greater visibility by having the code accessible with all team members at all point of time. Adapting to changes in requirements while minimizing wasted effort.

**Distributed developments:** due to restrictions on physical meetings availability of all  
members at one location at one time was solved by having daily meetings and retrospective meeting on every sprint end.

**Testing:** Initially Insufficient guidelines for testing but later on we develop a testing strategy that ensures all functions of your application will be examine, Run the test under the observation Team Members, Analyse the results and improve your application accordingly.

**Data**: CAP theorem helps us to choose the desired database for our project. Understanding all the new concepts of NoSQL data base and geo special queries were challenging in nature but working with them gave us a satisfaction of learning new technology and making our application secure, high available, scalable, performance oriented and economically feasible.

Feature enhancements, more functionalities for the users and feedbacks gathered from  
the user evaluation will be used to develop for the upcoming sprints to make a user-friendly product.

The Gantt chart below illustrates the project timeline which displays the various achieved and planned milestones till completion of project.

Chart

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