

CS 5500: Managing Software Development

Notes for Retrospective

Notes: Reto Kleeb (Team PRX)

Greek Goods

- Separate Subproject due to restricted Schedule
- Collaboration is key! Was rockiest part, meetings in class were essential.
- Communication for big picture decisions could have been better, would've saved time
- Regular Meetings (sooner in the semester if possible) would be a big help.
- Legacy HTTP Server was an issue, HTTP Server can either serve HTML (strings) or binary, various restrictions (upload was hard to implement)
- Lack of information / clarity for HW 1 (no chance to come in during office hours)
- Problem: Classical Due dates with dependencies between teams, choppy development based on dates.
- SVN / Trac should be running from the very beginning
- DemeterF does not behave the same on Windows / Unix system (relative vs. full path)
- Everybody should use the same build-script
- Focus on DemeterF was too strong, big picture of the whole system would've been more helpful

Boston Chargers

- Redundancies in the first half of the semester
- Initial homeworks helped a lot, so did the tournaments that used the legacy system
- Retrospectives earlier / more often
- RTC: Stability Issues, server was often unreachable
- Development Model should have been introduced, unfortunately the attempt to introduce Scrum was impractical.

Terminator

- Central Tool for Bugtracking was missing (Tool was actually there, but should have been introduced earlier)

Anush Rashmi

- Confusion at the beginning (“what needs to be done”)
- Clearer assignments
- Technical aspects of the implementation were discovered too late since these things were never a subject during the sessions that used the legacy system
- Complete Feature-Lists as a Todo list to given an overview of the open tasks

Code Walk

- Big Issue: Webserver
- Hard to recognize requirements when looking at the code