

CS435F06: Final Project Retrospective

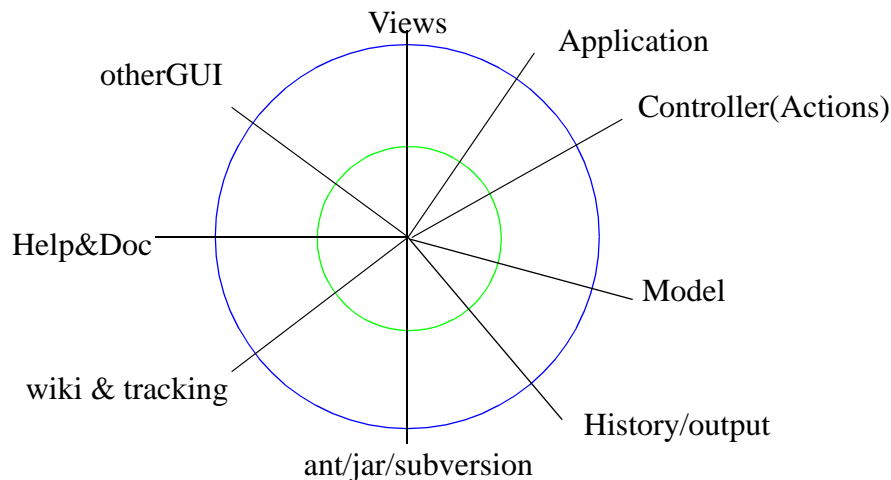
This assignment is to be done individually and is primarily a tool to help gauge your practical knowledge and use of XP principles and your contributions to the final project. Please limit your response to 4 pages (typed). This report is due at the start of the final exam. Answers that can refer to specific examples, experiences, code sections etc. are much more valuable than those filled with generalities.

1. Your Essential Contributions: What specific tasks/features did you work on for this project? Relate what you worked on to specific stories from our story list. If you cannot relate your activities to a listed story, please write a new story which in your opinion should have been “official” and which you worked on.

How did you make sure your efforts were giving the customer “good value”?

This is the place to explain your most noteworthy accomplishments. If you have made an especially strong coding/design contribution an excellent way to show that would be to write-up some detail. You could use a form similar to that given in the handout for informal reviews. You could also write a description that could help new developers joining the team to understand the specific project section(s) which you most contributed to. Use UML diagrams if they can usefully add to your description.

Include a summary of your contributions as a “radar graph”. A radar graph has spokes which represent different aspects(see below): Move out a greater distance to show more work in a certain area



2. Retrospective Advice for the next iteration/release: Please reflect upon how we might improve our development process. The focus here should be on recognizing practices (XP practices like: Continuous Integration, Refactoring, Coding Conventions, Simple Design, etc.) that are working well versus those that are not. Identify problems which might be appearing and how we might address them and do better in the future.

3. Teamwork: The customer project was a team project and a big goal of this course was to expose everyone to the experience of working on a team. Some experiences may be good others not as much. Please give a description of one or more episodes where teamwork played an important positive role for your efforts in this project. Describe an occurrence where you think the teamwork could have been better. Comment on what we might do to improve teaching about teamwork and providing experiences with it. What is the impact of the class format? (TabletPCs, 4 meetings/week vs. standard 3hr lecture)

4. Optional: Other comments you might wish to make about the final project experience.