

CS435F07: Final Project Retrospective (v1.01)

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 tasks or stories from our list. If you cannot relate your activities to an item listed, please write a new task/story which in your opinion should have been “official” and which you worked on. Include suggestions on what we might be able to do to help discover such task/stories sooner. If you served as a tracker, include when and what you did in that capacity.

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 style 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.

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 together on a team. Some experiences may be good others not as much.

Tools & Practices: Comment for you and the class as a whole, on how “Shared Code” & “Continuous Integration” helped developers work together. Did technologies like subversion, the wiki, & tabletPCs aid the effort?

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 hands-on meetings/week vs. standard 3hr lecture)

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

Please give your honest assessment of the following. Give a name(s) and a brief explanation. Note if you really feel that you can't name someone (no one performed well enough) you may say so. If you were pleased to have multiple good partners you may say that as well. Specifics of peer review comments will be kept private.

a. List the people you were able to Pair Program with. (at least 2 during final project)

b. Which partner did you feel created the best team/pair programming experience with you?

c. Which partner (from you own experience), would you endorse, as being able to consistently make the best contributions to the team?