To what degree do you think the senior project course helped the members of the project team better prepare themselves for a professional practice? what worked and what did not?

Lee: Standards pretty high, collaboration, full stack

Team: Agile development, self-organizing teams, have a point person, watch effort going through on project.

Depends on the project, for us it was like we have to oversee what the previous team has done and we have to lay out groundwork for what we're going to accomplish

What technical resources (or skill, training, tools) were missing that would have helped make the senior project experience more successful?

Within scrum, one thing we learned outside of that was a lot of the details, for instance making user stories and making them not so big. Initial stories were very big and that made them hard to complete.

Sense of scope over time, Lee doesn't like religious dedication to things like user stories

User stories more of a planning tool than a requirements tool, need to transition into "shall" statements (but sometimes it's not worth going that deep on a requirement)

Lee: The whole thing about scrum and agile is overblown because you get the same results out of an iterative timebox approach - let schedule determine what you're going to do - a lot of the extra scrum stuff is extra baggage. Somewhat misleading, learn how to establish sprints and figure out what you're gonna build, frequently communicate, etc. Studies show standard iterative processes are neck and neck with scrum in terms of productivity.

Did the team possess adequate management and process skills (team building, planning, risk management, change management, process definition, tracking, etc) to carry out the project? If not what were the results or how did you mitigate the problem?

Lee: Well managed from his perspective

Team: Overall we were able to manage ourselves pretty well, only downfall was big overhead with Jira and putting tasks in. Learning and using was a pain, had to do a lot of settings management to make it fit our project.

Did the team possess adequate technical skills (requirements, design, coding, testing, quality reviews, etc) to carry out the project? If not, what were the results or how did you mitigate the problem?

We started off with the big requirements upfront and making the design solid, etc. Making sure requirements are good with Lee, talk to him and make sure they are what he wants. Elicitation process was done well which led to a good design.

Coding was tough with Cordova and learning ExtJS. Lots of little quirks.

Buddy system (Sara+Stephan on UI, Josh+Tom on server) mitigated a lot of risks

Testing done very well: unit testing, load testing framework, field testing, managing tests with Zephyr, verifying DB models with SQL tests. Quality reviews/code reviews could be done/done better.

What sort of "real-world problems" did you incur unexpectedly? (Students)

Cordova security updates

Apple update to iOS 8 - location service change

What were the significant issues, good and bad, that you found while completing the Final Team Self-Assessment?

skipped this - FTSA not fully completed

What sort of "academic-world problems" did you incur unexpectedly? (Sponsor)

None, "RIT is so real-world." Things like poster and other deliverables did not really affect Lee.

Variations in time - deadline for end of semester took Lee by surprise, variations in allocation by time. Lee is pushing to come up with that, not entirely unexpected.

What advice would you give to future teams, sponsors, and faculty coaches to help them be successful?

Retrospectives - look at process and improve it, our time to expose problems in the project

Did a neat thing where we logged into team account and posted anonymously so that nobody felt singled out by saying something

Document everything throughout project - don't document after the fact just because RIT requires it. Makes your life and the life of future teams much easier.

What advice would you give the department of software engineering in regards to the senior projects course?

Ahead of time, if RIT knows that this proposal requires deploying to the Apple Store (which needs a Mac) then make that clear upfront and ideally select teams in such a way that the required hardware is all available