1. **To what degree do you think the senior project course helped the members of the project team better prepare themselves for professional practice? What worked and what did not?**
   1. What worked?
      1. Second semester went really well
      2. Evolutionary delivery demos allowed for incremental feedback.
      3. Scheduled communication allowed us to know that the customer was pleased
   2. What didn’t work?
      1. Perhaps could have chosen a different methodology or do something so that the first semester was more productive. The customer really didn’t know what they wanted and had delayed responses.
      2. The original project description given was written by lockheed martin, but the project was really entirely for the discovery center, this caused initial confusion and slow down.
      3. Team was a little slow towards the end, didn’t get the demo working as well as it should have for poster day.
      4. Getting the hardware decided part way into the second semester was unfortunate. We could have done more work regarding hosting and kiosk mode the first semester if we had known the hardware we were going to be working with.
2. **What technical resources (or skills, training, tools) were missing that would have helped make the senior project experience more successful?**
   1. Knowing the hardware ahead of time, as mentioned before, would have been nice
   2. Having a more defined deployment infrastructure (in this case the museum’s networking infrastructure). It would be nice to have more networking experience.
   3. Would have been nice to have more web experience before this, as it was a web project.
3. **Did the team possess adequate management and process skills (team building, planning, risk management, change management, process definition and tracking, etc.) to carry out the project? If not, what were the results or how did you mitigate the problem?**
   1. Luckily for us the project was pretty flexible and so we kept our methodology that way. We didn’t rigidly follow too much process. Things like risk management and metrics were used a little in the first semester but went by the wayside the second semester. This was not necessarily a bad thing as it didn’t really inhibit the team’s productivity.
   2. Use of waffle and github issues allowed for more than adequate tracking of issues and bugs.
   3. Increased attention to risk management would have proved beneficial
4. **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?**
   1. Two team members didn’t know c# coming into the project, but by the time we started developing everyone was on the same page or close to it.
   2. We could have done better with testing. Testing was mostly ad-hoc, but creating an actual test plan would have been best.
5. **Student team: What sort of "real-world" problems did you incur, unexpectedly?**
   1. Customer requirements changes throughout the project.
   2. Team and customer weren’t always on the same page. The customer didn’t quite understand exactly what we were planning to do. Perhaps the project sponsor, Lockheed Martin, could have maybe done a better job facilitating the meetings and talking with the customer to make it more obvious what could/would be able to be done for the project.
   3. Deployment issues. These were accounted for to some degree.
   4. Demos were sometimes hard to do with just a teleconference. Video demos should have been used earlier.
6. **Student team: What were the significant issues, good and bad, that you found while completing the Final Team Self-Assessment?**
   1. None that weren’t discussed already.
7. **Sponsor: What sort of "academic-world" problems did you incur, unexpectedly?**
   1. Class schedules prevented us meeting with our original sponsor (Paul). Luckily Tom was able to fill in and meet with us.
8. **What advice would you give to future teams, sponsors, and faculty coaches to help them be successful?**
   1. Test Driven Development - make use of tests
   2. Make use of Reverse Active Listening (make sure the clients understand what is going on before moving on) for meetings with clients and sponsors, to make sure everyone is on the same page. This is especially useful for sponsors/customers that are not technically savvy. Also if your sponsor is remote, and you rely on teleconferences for communication, making sure everyone is on the same page is key.
9. **What advice would you give the department of software engineering in regards to the senior projects course?**
   1. Have SE department better define end user/customer in the project write up. Our write up ended up being very different than the product we made.
   2. Make sure sponsors are able to meet during scheduled senior project time.