Final Report

As a final task, you are required to complete a short report about your thoughts and experiences after working on the Softwareprojekt. This is your chance to reflect on: what you have learned during the project, how well you worked individually and in a team, how you improved over time, and what you could have done differently.

It doesn't have to be very long (there is no minimum/maximum word count, but 5 - 10 pages or 1500 - 3000 words would be a good target).

Deadline: Sunday 25. Sep 2011, 23:59. Email it to me with the subject "[swp2010] Final report".

Language: As usual, you are free to choose English or German. If you write in English, I will **not** count any English mistakes (spelling, grammar) against you.

Details: I would like to read your thoughts on the subjects in the list below. You can structure the report any way you like, but I recommend splitting your report into sections that each addresses one part from the list.

All information in your report will be kept confidential.

1. Choose two activities that **best** helped you learn about Saros in the first couple of weeks. Explain why they were so useful.
2. Give a description about the working mode of your team, in particular talk about the things in the list below (you should also evaluate each by explaining how it helped/hurt your team's performance):
   o How your team made decisions and assigned jobs
   o How you kept in contact and recorded decisions
   o Your regular working practices
   o Often, but not always, each team-member takes on certain role(s) within the team, either being assigned that role, or assuming it "de facto". If this applies to your team, discuss what role(s) you usually performed, and how you got these roles. If this **does not** apply to your team, argue in favour of working without roles.
3. Of the many testing/validation methods, what are your favourite ways of ensuring the quality of your software (i.e. how do you prefer to convince yourself that you "got it right")? Briefly explain why.
4. Finally, about working in teams:
   o What is the single most important thing you have learned about developing software as part of a team?
   o Is there one thing that you would do differently if you developed software in a team again?
5. (*This last question is* **optional**) Is there a person in your team who you would like to nominate as particularly hard-working or a strong contributor (you cannot nominate yourself)? (Remember that any answer will be kept strictly confidential.)