Project Post-Mortem

- **Lessons from CBOOCA?**
  - what was different in team project from individual
  - how to make use of extra help
  - what is important

- **Good things to remember to apply in future?**

- **Bad things to remember *not* to apply in future?**

- **When did you start?**
  - budget your time smartly
  - know the steps that need to be done
Team Issues

- **Everyone teams**
  - everyone participates in the design
  - everyone codes
  - someone has to be in charge

- **What to do with different views, different levels of experience**

- **How to live with the team?**
  - what steps can be taken to keep things moving smoothly
  - what can be done when someone does not deliver
  - what is the best way to motivate everyone to help

- **Do not leave anyone behind, do not get left behind**
Good Team Practices (from McCarthy)

- **Establish a shared vision**
  - harmonious sense of purpose
  - everyone agrees on result of project

- **Develop a creative working environment**
  - the more ideas the better -- “ideas are infectious”
  - don’t flip the BOZO bit

- **Scout the future**
  - what is coming?
    - new requirements, new features
  - how to anticipate new technology
Team Roles (from Brooks)

- surgeon, chief programmer
- co-pilot
- administrator
- editor
- records clerk
- toolsmith
- tester
- language lawyer
- secretaries (2)