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# Meadan: Online Communication

Project post-mortem



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15-413: Introduction to Software Engineering

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## Introduction to Meadan

- Created to provide a way for people from the Islamic and Western worlds to communicate
- Meant to create a global dialogue to promote cultural understanding
- Our role: proof of concept
  - Design a fully integrated website from which a user can launch the instant messenger client

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## Our Goals

- Set up testing server
- Follow XP (to extent possible)
- Meet with client twice each iteration
- Spend six hours, per person, per week  
(on average)
- Implement a particular subset of our initial  
group of user stories

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## User Story Goals

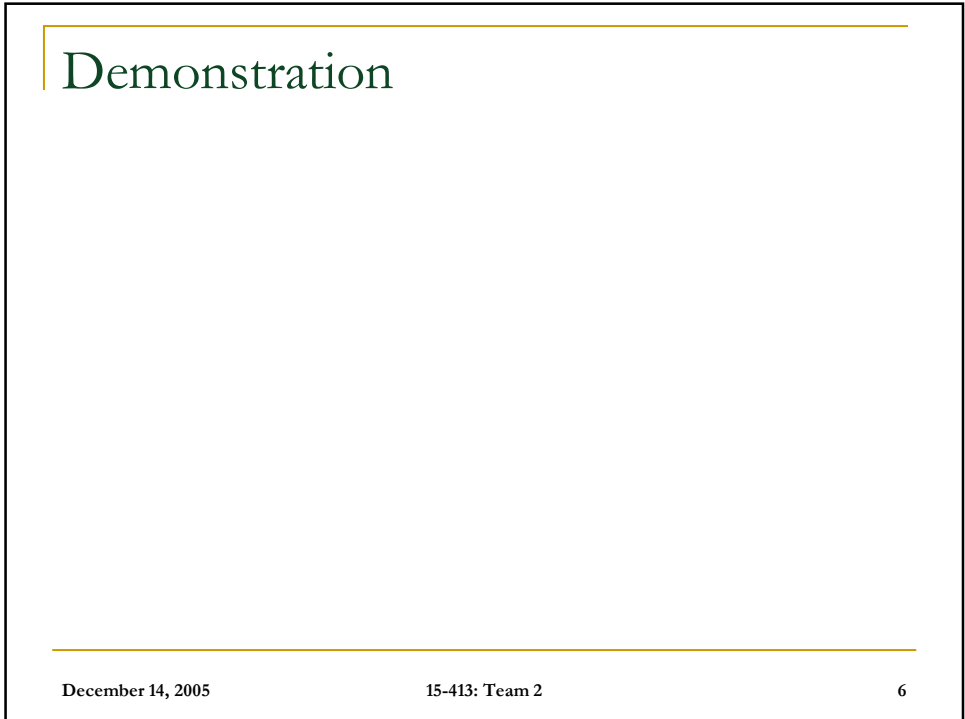
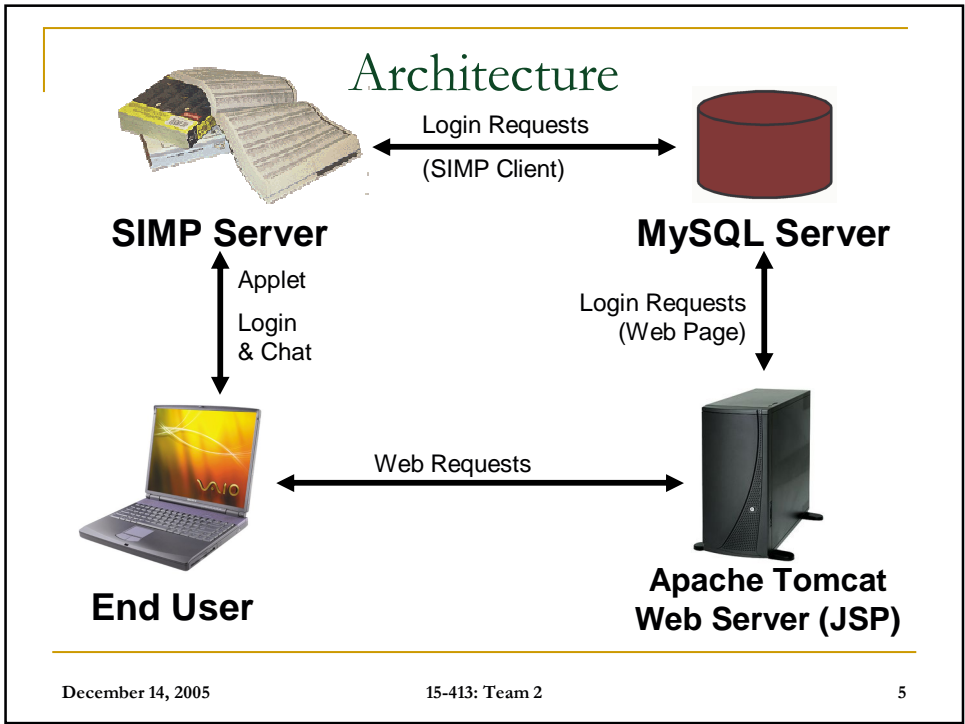
- Setup server
- Create and manage user logins and profiles
- Search user profiles
- Create integrated website with an IM  
launching from profile
- Bilingual IM, translation and language  
selection

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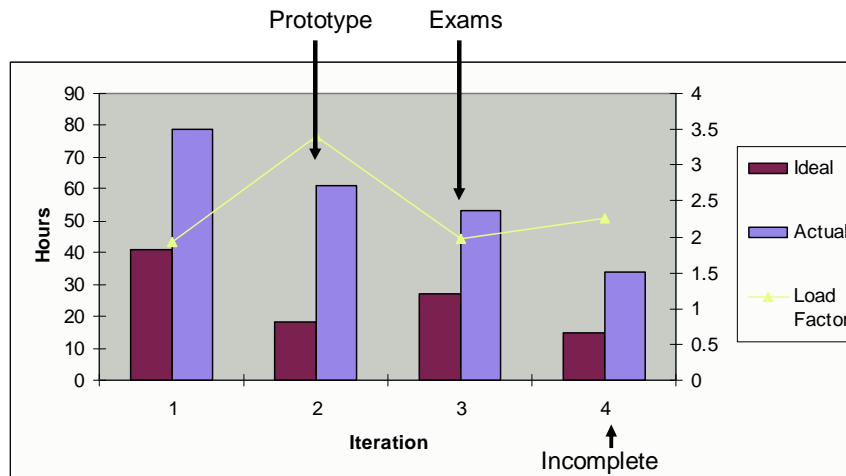
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## Metrics



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## Requirements Changes

- Anti-requirements creep
- Original plan
  - Website
  - Expand SIMP for translation
  - End to end user experience
- Client shifted focus
  - Website
  - Integrating SIMP into website

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## The Picture of Success

*How did we stack up?*

- Follow XP programming practices
- Meet with client twice each iteration
- Adjust workloads for changing schedules
- Implement at least:
  - Set up testing server
  - Manage user login/logout & new users
  - Embed direct IM
  - Create & manage user profiles
  - Search user profiles
  - Bilingual IM conversations
  - User selected languages

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## The Good ...

- Extreme programming
  - ☑ Pair programming
  - ☑ Unit tests
  - ☑ Refactoring eXtremely mercilessly
  - ☑ Biweekly client meetings
- Project
  - ☑ Adapted to changes in requirements
  - ☑ Produced documentation for legacy code
  - ☑ Achieved final set of goals provided to us



*Us "refactoring mercilessly"*

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## ... the Bad ...

### ■ Communication problems

- ☒ No promiscuous programming
  - Coordination and proximity
- ☒ Suboptimal communication between groups
  - Sometimes hard to divide work
  - Sometimes lost track of progress of other group
- ☒ Motivation problems
  - Entire project as a prototype
  - Felt like we were unproductive



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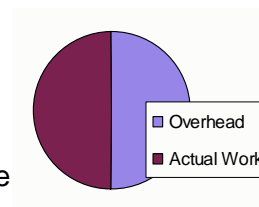
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## ... and the Ugly?

### ■ Spent too much time on overhead

- 15% of all our time spent on server setup
  - Spent time on development platform
  - Technology integration
    - MySQL, Tomcat, Servlets, Applet, SIMP Server
- 35% of all our time spent understanding SIMP
  - 278 Class files
  - 1.8 MB of source code
  - Very poor documentation
  - Still do not understand bulk of SIMP
  - Added or modified only 50 lines of code



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## Lessons Learned

- XP did not work well for our project
  - Designed for workplace
    - We live on opposite corners of campus
    - We have extremely varying schedules
    - We have small, unpredictable blocks of free time
- Metrics misleading
  - Constant load factor does not always imply progress
- Designed for coding... not hacking
  - Entire project had prototype feel
- Modus tollens:
  - XP → (Us Happy)
  - ¬ (Us Happy)
  - ∴ ¬ XP

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## Conclusions

- We delivered the goals our client provided
- Project not what we expected, but we adapted
  - Solved systems problems, not software problems
- Have set up a launching pad for next group to develop more



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# Questions?