Our overall final result of the project is successful. Our group was able to leverage the project's time period by achieving the user stories in our first client meeting held the next day of the first tutorial lesson. The extension of time allowed us to have enough time to gain insight on the system and consider thoroughly which user stories to be taken and prioritsed. We conducted meetings or sent emails weekly to make clear on any unclear and demanding user stories but also to keep client informed and up-to-date with our progress. The weekly updates are really important to derive solution or acquire advice on minor issues and make agreements on inevitable issues, moreover our project was to extend or modify on the pre-existing system consequently whenever the modification conflicts to the pre-existing functions, it has to be justified if altering is feasible or not. Overall, meetings with the client have been advantageous as stated in client report.

Furthermore, to handover the deliverable system to the client, we had to ensure on following the Extreme Programming methodology. Before implementing user stories to the system, we created tests for each user stories to determine if the program operate in a proper way and are meeting the client's specifications and requirements. Whenever the new sprint starts, we provided the client with a set of acceptance tests for each user stories in that sprint. The test set is crucial to be always ratified by the client before we make further progress in order to prevent mistakes or defects and alter tests to avoid misunderstanding of the client's expectations. Whenever uncertainty arises while developing certain user story, the development comes to a stop and are placed 'hold' until client confirms on the uncertainty and agrees on our solution.

The major flaw in our project is the misunderstanding to the client's requirements. We have not included in our user stories the new function which our client was urgent on. This is due to the fact of unclear documentation client provided us to create user stories. The documentation implicitly stated the requirement in the chunk of paragraph of issues. Adding the new user story contradicts to the Extreme Programming's methodology and because we knew this later in the project, time-wise, it was difficult take into account shifting the left over user stories. The fault asides to us, being not successful in fully understanding and gathering all the client's requirements however the client have agreed on the contract with us developing the system with our initial user stories hence is hardly said that all responsibility sits on us.

Another problem we faced was late feedback to the Client Deployment. The concept of Client Deployment was to confirm if all the user stories we've implemented up until the time were acceptable or not and acquire feedback on what have to be improved. For our group, feedback from Client Deployment was especially vital as we are not permitted access to the actual server the system gets deployed to hence are not guaranteed that the system will operate correctly on the server. Due to the matter of client denying to sign off implemented user stories, we were not able to obtain any feedbacks accordingly the project paused as we were not certain if the implemented user stories were acceptable and as other user stories were depended on them.