Team number: 22
Team name: Trojan Horses

Repo Link: https://github.com/Bugged404/warm-up/tree/main/FinalProject

Demo video link: https://youtu.be/BVhzBB94Z5g

SWOT Analysis:

Strengths, Weaknesses, Opportunities, Threats
Team Play Style
We chose a mix of 'soloing' and small-group attack to tackle the warm-up project. First, we split up our team into 3 smaller groups of 3-4 people each, since it had proved to be very difficult to schedule a time where everyone could meet together, but we agreed that we still wanted to have practice working as a team on coding projects. The recommendation was for each person to individually practice HTML and CSS by coding up a simple card visual, and then meet up with their subteam to work out the first task of the warm-up: flip and shuffle. Each team would open their own branch, and then they could choose how to do this: either group coding via LiveShare, or discussing an approach together and coding it up on their own machines, helping each other through the process. Once they'd gotten a working implementation, they would push their branch to the repository.

Then, we convened as a full team (or with as much of the full team as possible, given that there was not one time that worked for everyone over the weekend) on Saturday to practice performing a code review and to learn the different approaches people took to complete the task.

Strengths:
- Things that went well for our mini-group:
    - Groups were engaged with the warm-up.
    - Discussion over the functions wanted to help clarify the coding process

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  - Things that went well for me individually:
    - Troubleshooting errors as well as tracing code to see where each asset was used accordingly
  - What was good about the overall system that the whole team used to work on this warm up:
    - Clear organization
    - Specifications from the readme
    - Easier to meet and engage with a smaller group of people

Weaknesses:
  - What our mini-group struggled with:
    - Going beyond the discussed functions, as the difference in logic caused errors between HTML and JS
  - What I personally struggled with:
    - Conveying what errors I was attempting to fix to other members
  - Overall weaknesses of the system/structure we used for this assignment
    - Projects had many similarities and differences, making one cohesive project troublesome.
    - Lack of communication between members outside of ones groups

Opportunities:
  - What about this structure that we can apply to future assignments and projects
    - Creating small - medium features can allow for quick and efficient building in addition to allocating time and resources effectively.
    - Allows management of teams to be easy as well as addressing TA about issues.

Threats:
  - Issues with our ways of working and team dynamic
    - Lack of communication can lead to certain features being halted or even removed based on time
    - Different forms of implementation conflicted with one another causing time spent compromising on certain aspects of the app

Tools
Github
W3 Schools
Stack Overflow

Use of AI

Implementation Technologies
HTML, CSS, JS, VSCode, etc.
Strengths:
  - Some experienced members of team + quick learners
  - Lots of internet resources + made use of them without being fully dependent on them
Weaknesses:
  - Definitely an uneven balance of skill set and strengths
  - Learning curve: people not sure where to start/ what to do
  - VSCode: difficult to collaborate on it/ group coding in a way that gave everyone room to practice something
Opportunities:
  - LiveShare allowed for pair coding - many people can work on one file
      - Figure out how to use this to optimize an assignment so we don't multiply all the work, while everyone can still be on the same page with code
Threats:
  - How do we get people up to speed on necessary tech skills?
  - How do we even out skill set/ group program in a way where it's not just a few skilled members taking over?