**REFLECTIONS ON DEVELOPMENT PROCESS**

**Team Great Bear**

**Tools and techniques**

Because everyone has a very pack schedule, it is extremely hard to arrange meeting for 6 people at the same time. Therefore, we used Facebook for sending instant message and Skype only for urgent problems.

We used Trello so managing list of tasks and who is working on it.

Burn down charts are stored on Google Drive so that everyone can easily access and modify it .

The wiki page on GitHub and the repository itself are our main channel for knowledge sharing.

**Things did not do**

For the first sprint, because we tried our best to comply our product champion, we did not have sprint that have a cut through all the level of the architecture.

We were not provide, from the product champion, a good overview about the main goal of the project.

**Things learned**

We learned that real data requires a lot of data cleaning very dirty , inconsistent and incomplete. We spent a large amount of time doing research are required to do a large amount of need a lot of clean and processing, but the result is not as good as we expected.

We are also exposed to different technology while doing research on the availability of the data.

**Things did help**

In the second sprint, we change to strategy to focus on the user logic to delivery real value to the product champion and the project itself. We changed our goal from collecting the data to building working software as the manifesto of the Agile.

**Things will be done in future**

With a different schedule, we can try to find more time so what every member can be sit down together while doing development.