

# Team Starburst Project Retrospective Report

## What did we do well?

- Regular team meetings.
- Discussing pros and cons of a technology before using it in the project.
- Research on all the tasks for feasibility before starting implementation.
- Taking regular feedbacks from all team members.
- On-time completion of all tasks discussed in the weekly meetings.
- Asked for help from team members when stuck with any task for more than 3-4 hours.
- Good project architecture.

## What should we have done better?

- Discuss on project requirements regularly to make sure all team members have the same understanding of the project.
- Get the code functionalities reviewed by all team members.
- Start on the UI development early in the project development.
- Discuss with team before changing a technology used in the project.
- Proper documentation on how to run, use and test the individual modules without UI.

## What should we start doing?

- Start developing UI as soon as wireframes are ready along with backend.
- Ask 2-3 team members to review the code so that everybody is aware of the functionality and any bugs or missed requirements can be detected early.
- Ask a team member to test your functionality for all cases.
- Make sure all team members understand the requirements properly by discussing the requirements regularly.
- Document the testing and setup steps regularly.

## What should we stop doing?

- Testing only the modules that a team member is responsible for implementing.
- Not adding other team members in code review.
- Discuss before changing any technology in the project.

## What should we keep doing?

- Help each other in a team in case a team member is stuck with any task.
- Discuss any requirements if unclear.
- Have regular team meetings and MOM to keep track of things discussed.
- Divide the tasks equally among team members.
- Complete the tasks on time as planned.