The first key to leadership was to create a clear communication channel which would enable to team to communicate for effectively. Within our group a whattsapp chat was created from the inception to allow a clear communication channel. This was used to organise meeting times and aid discussions between formal group meetings. This worked well as everyone had the chat easily accessible and allowed us to know whether our messages had been read. Delegation was also used throughout our project which was insighted by the leader. Within one of the first sessions there was a brainstorming activity whereby each team member put forward their skills and what they felt they added to the team. Tasks were then handed out on a basis of who would perform at said given task. It is important for leaders to understand their team members abilities so that increase productivity and team satisfaction. When allocating tasks, the leader would set clear attainable goals and then let the group member work on those goals autonomously. This increased team cohesion and accountability as people would complete tasks as they didn’t want to be the person to let the group down. In terms of improvement all members were completely new to GitHub, potentially setting aside time to come to terms with how the software works would have improved efficiency in the long run. We may have found better ways to upload files/ set up the repository.

In terms of problem solving, it was the leader’s role to keep meetings on track. They would bring up a topic, allow for discussion, and then circle back round and lead those points made into a constructive answer and one that everyone is clear on. Often keeping meetings on time and concise.

In terms of progress monitoring, for each team meeting minutes were collected, and tasks handed out for each member of the team to be completed before the next meeting. Minutes were recorded by current project manager and uploaded to the groups shared drive. Each team meeting started by a brief recap of each members tasks keeping everyone up to date and highlighting any areas that require further work. Meetings didn’t end unless everyone was happy with their next task. This allowed us to assess the progress we were making as we continued through the software’s development cycle. In terms of scheduling as well this allowed us to see how up to date the project is alongside deadlines. Progress monitoring enabled us to identify tasks that may take longer and highlight whether any team members needed help with larger tasks. For example, during the problem specification, a group member was struggling with the elicitation process and keeping within the time domain, so another group member was added to the tasks to increase productivity.  
  
The use of questionnaires and interviews as a method for eliciting user requirements is a well-established and effective approach in the field of software engineering. This approach allows the team to gain a deep understanding of the needs and preferences of their target users, which can be valuable for creating a user-friendly and successful piece of software.  
  
Additionally, it is important to consider the potential ethical implications of an app that offers predictions on football matches. If the app were to be overly successful in its predictions, it could potentially be used for gambling or other potentially harmful activities. Therefore, it would be important for the app developers to carefully consider and address these ethical concerns in their design and implementation of the app. Furthermore, if the app produced inaccurate results due to the inherent randomness of sport, then we would have to think about how we would avoid liability and have clients blaming the system for their gambling loses.

For conflict resolution the group tried to put a focus on no one avoiding bringing any concerns up. All meetings everyone was able to raise and issues they had with the process, software or how others were behaving. Compromise was used many times for example when we needed to book a team meeting in, and some people were away at certain times the meet date was changed and some members would join remotely as they were off site. All meetings were in future technology centre which was important as this was a neutral and safe space whereby everyone felt they could have honest communication. One conflict that occurred early on was lack of communication between members of the group and no shows at meetings. This was resolved by explaining to members why it was so important that we met in person and how it helped the bigger picture. Relationships were developed so that people didn’t feel like they were under pressure to agree with everything and that if they couldn’t make a meeting it was better that they told the group, and we try accommodate for it than be awol.