Team Evaluation

Grade each team member, including yourself, on a scale from 1 to 15 (1 is the lowest and 15 is the highest). Consider the participation each team member had in each of the project stages. Try to be as objective as possible.

Team membe	DB	DB	Application	Presentation 8	Overall
	design	implementation	development	demo	participation
	(1-15)	(1-15)	(1-15)	(1-15)	(1-15)
Salvador	15	14	15	15	15
Sid (Me)	15	15	15	14	15

Using the same scale from 1 to 15, evaluate how proficient you are on the following teamwork skills:

- resolve conflicting design ideas (1-15)
 - 15 I was very good at resolving design ideas, because I generally had a good picture of what the overall application should look like.
- delegate responsibilities fairly between team members (1-15)
 - 13 I did take on more work than I had to, partially due to the timeframe in which we completed our project. I could have done a better job at splitting up tasks and delegating.
- complete your assigned tasks on time (1-15)
 - 15 I did a great job at completing the tasks on time. We finished the project on deadline and it worked exactly as intended, bar a single minor issue.
- 1. What are the most important things you learned about working in a team?
 - Working with your team is incredibly important. Even if you don't get that much work done, or procrastinate heavily, as long as you're on the same page as the team, the project will get done

2. What are the most important challenges of working in a team that you encountered? How did you solve these challenges?

We faced the challenge of designing a product properly, as I wanted to go straight to writing code. We solved this by getting together and spending an hour or two just designing what the application would look like and what it would take to build.

3. If you would have to do the project again, would you choose the same team?

Yes, I would choose Salvador again. We worked great together and I enjoyed working with him, despite not knowing him before this class.

4. Provide any other comments about your team project experience.

Great experience, was fun to code both the backend and the UI and make it as useful as possible.