First and last name: Aleksander Solhaug	Group number: 15

Describe the team-process as you perceive it (what went well or not)

I believe our team-process went ok. The communication in our group was good. Everyone attended almost very meeting with our teaching assistant which made it easy to plan and divide the different tasks. Additionally, everyone was easily reachable through Microsoft Teams, so we could easily discuss with each other digitally. We also helped one another when someone asked for help. The folder we had for all the documents for our project made it easy to cooperate. However, one deviation from the good communication was that two members did not do much work for the first and second iteration, which I was not aware off until a little after the first iteration was done. I probably did not notice this because everything else was going quite well at the time, and they were attending the meetings. This however improved for the final iteration.

Describe your contribution and role in this project

I created most of the wireframe prototype, helped on the vision document, did a lot of coding, helped with the wiki, did user testing, and wrote a lot on the main report. I also helped others when they asked for help, for example user manual and sequence diagram. Me, William and Lars took up more of a leader role and took more initiative when dividing and organizing tasks.

Your overall opinion of the team, process and project.

All the team members were very nice people, but unfortunately two members were not as hard working, while the other two did a lot of work. Our team communication was good because we were able to clearly convey necessary messages to each other, but not everyone did all the tasks assigned to them. We had some differences in terms of skillsets which we were able to use to our advantage. The process of logging all the work took some time getting used to, especially the part of logging every hour I worked, and commenting with what I worked on, because this was not something I had done previously. However, it made me very aware of what I had contributed with to the project. I think the project was a good introduction on how the process for developing a software is. The workload estimated for the project (550 hours for a group of 5 persons) was slightly on the high end considering the work required to be done.

Analyze your teams process and your own contribution and role (why do you think the team process became as you describe it?)

I think the team-process became as I described it in the first section, because we probably had slightly different goals within the team. The two members that worked less than the rest of us, probably had lower result goals. The other group members were very friendly and forthcoming, especially William, who initiated a very pleasant conversation before the project started. I believe this contributed a great deal to the good cooperation I had with him throughout the project. I think my contribution on the coding part was very crucial for our program to work according to the requirements.

Looking forward - if you find yourself in a similar situation - based on the experiences from this project how would you act? Will the experience gained impact your future studies?

I would pay more attention to the work my other group members were doing, to avoid situations when someone is not doing everything they are supposed to. This will definitely impact my future studies if I ever have some slacking group members. The experience gained from developing a software will also help fir the next time I develop a software.

Conclusion - What have you learned (learning outcomes), are there elements from this project you would want to explore even further?

I have learned a lot about the process of developing a software. From the different approaches when developing a software, especially the iterative approach we took in this project. To the theoretical and practical knowledge of different concepts in software development. I have also learned a lot about team work, and that I need to be more direct to the persons not fully contributing on their part. For example, why creating a prototype is important, and how to create one. I could see myself working on developing a software in the future, because I enjoy coming up with ideas that simplifies something for others.

Any other information you would like to provide?

I don't have any other information of importance that needs to be mentioned.