**PROMPT**

Please evaluate the iteration plan provided by your development team. Identify any issues that you see with the iteration plan and provide a potential solution. Include any other feedback (both positive and negative) that you feel necessary. Your evaluation should include at least three pieces of feedback.

You can find the iteration plan at this [link](https://docs.google.com/spreadsheets/d/1Lmm9ZR8Yj8dXbKbn2BbG6NgqjCAQ5FhpqSTj7-yz-p8/edit#gid=0).

Write your answers in the space provided below:

1. Since most user stories are made to be simple, they should be done by one developer instead of collaborating , because collaboration is not needed on small tasks and may create delays for project completion

2. Self assigning tasks is a good agile processes but it should not be done upfront for the whole production. Tasks should be on a board and developers should pick the most relevant ones to their experience at the start of the day.

3. Task dependancies must be taken into account while prioritising user stories in a sprint, US #1 is dependant to US#27 , US#24 is dependant to US#25 and US#32 is dependant to US#33. Meaning prioritization of User stories is of high importance during sprints

4. Cross functionality of team is apparent as developers pick all kind of different tasks , working in all kind of problems

5. Avaliable Hours and Hours assigned for developers are not distributed evenly and should be redistributed if its possible for optimal sharing of workload and tasks