

Software Engineering Lab: Team xxx – Mid Project Reflection

⑩ Actual hours spent on R1 tasks and project overhead

Each team member has spent at a minimum of four hours working to produce R1. Some team members were assigned components of the design which involved more time to create and more time to debug than others. Between all five team members an approximate total of 22 hours were spent to produce R1. Additional time was spent in lab working out technical issues with CVS and Eclipse that slowed down development in the beginning.

⑩ How are individual roles working

Individual roles are all being performed well by every team member. Myself as a team leader I believe that my leadership skills have benefited the team as a whole. Other group members have been performing their roles and completing the work assigned to them.

⑩ Is the workload divided appropriately

I believe the workload is divided appropriately although not equally. Our testing leader has spent more time in completing the JUnit tests than any other one team member has by themselves but he is completing his role. Our support leader who is more comfortable with the scoring algorithm has written the most code. The way the workload has been divided allows all the team members to comfortably complete their parts of the project and have those parts come together to create the whole of R1.

⑩ What unexpected pitfalls were encountered

Our team did not encounter any unexpected problems while writing R1.

⑩ Is the team communicating effectively

Our team has been communicating effectively through means of email, instant messaging, phone and in group meetings.

⑩ Are team meetings effective

We have used the team meetings as an opportunity to integrate the individual parts of the project that we completed on our own together and work out any questions or problems that arise. In the team meetings everyone is alert and working to put together R1.

⑩ Identify a specific process activity to improve during R2

The biggest improvement that would benefit R2 is in constructing our design. Problems arose from ambiguity in the UML diagram due to limitations in Visio Studio that were resolved late in development of R1. A more clear UML diagram would make for a much

simpler integration of the objects written by individual team members.