Project Retrospective

*You have completed the project and it’s time to look back at the project. The project retrospective is the opportunity to inspect the project for improvements and to enrich your knowledge and skills in performing future projects. This is not about the product, but it’s about identifying how to improve teamwork by reflecting on what worked, what didn’t and why. As a team, fill in the template below. Put the items in bullet points. You can use multiple pages. Please, add the project retrospective to the deliverables. This retrospective will be graded with an informative indication (USGO) as part of professional skill.*

Group number : 4

Team members : Stefan Andonov, July Trendafilov, Misha Rozkvas, Chiem Dings, Nick Mulders

Date : <14-01-2022>

|  |
| --- |
| What worked well and why? |
| * We think the online communication went well, because we kept in contact every day via WhatsApp and we occasionally scheduled a Teams meeting for us to discuss and clear out some inconsistencies. * Working together was pleasant, because we would listen to each other’s feedback and not get offended if anyone was critical about our work. * We looked at the project in a professional way as if we were really a company pitching our product. |
| What did NOT work well and why? |
| * On the other hand, we think the communication in person could have gone better. This is because not everybody was always present, since on occasions some of us were abroad during the project hours. * We lost some progress because of an unfortunate event regarding loss of progress in the form of code and hardware. |
| What could be improved and how? |
| * We could improve in data preservation by doing regular backups, for example on Git. * We could be more pro-active when facing struggles and not be afraid to ask for help, to our group or our teacher, when needed. |