Team Retrospective

# What was Done Well

* Good ability to work independently to complete tasks. Able to take a task, and complete it to a satisfactory standard. A one coder to one checker ratio worked quite well for us as well.
* We all had similar ideas of what we wanted out of the system, so we didn't have a lot of conflicting viewpoints being thrown around.
* We all seemed to enjoy the same environments for working (I.e. which programs to use, which languages etc).
* Being able to reuse the same backend for both interfaces cut down on development time by a significant amount.

# What wasn't Done Well

* We started work on our second interface a little later than we should have. This meant that we struggled to complete it on time - which in turn meant that we were unable to add a variety of desired new features to the second release.
* Our group developed a bad habit of preferring to work in the later part of the interations. This meant that for the first week or so, we got less work done than we would have liked.
* We took longer getting set up and working with both interfaces than we would have liked. Initially, the code didn't transfer over as well as we would have liked.
* We were all running different version of Eclipse/App Engine, which took us a while to figure out. So for a week or two we weren't able to actually run one another's versions (but we could still test methods and such).
* Much like last release, we still didn't have a very clear idea of who would be completing what tasks in the future. This meant that people were unable to go on ahead effectively if they had extra time early in the iteration.