

Evaluation of how the team worked as a whole

The overall effort of the team was good with all team members contributing good ideas at the start of the project. Moreover, the work was spread quite equally with everyone either writing code, creating the storyboard or coordinating group efforts. Towards the end of the project some group members did not complete their responsibilities, which resulted in an overall decline in the quality of the result. This was overcome by the rest of the group picking up the slack.

What do you think went well?

I think the efforts of coordinating went very smoothly and efficiently. The group used GitHub to delegate responsibilities and little jobs. We used a Facebook messenger chat to inform each other of deadlines and remind ourselves of work that still needed to be done. This not only helped us coordinate efforts, but also keep tabs on how much work the others had done.

What do you think could have gone better?

As stated before, the splitting of group work by the end was not equal which resulted in the rest of the group being overworked. Due to this, the final product was not exactly as intended in that some of the elements of the storyboard were absent, or simplified.

Did you follow the XP values?

As we were creating the storyboard for the first increment submission we assigned jobs based on everyone's abilities. For example, Will and I (Matteo) were in charge of writing the code as we believed we were the most technically competent - the others were in charge of testing it and presenting our work.

Burn down?

As mentioned above some people did not do any work for the last increment, however were helpful at the start:

Hours	Increment 1	Increment 2	Increment 3	Increment 4
Matteo	2	5	4	2
Will	2	5	5	2
Tom	2	3	2	2
Rasjit	2	2	3	2
Miguel	2	3	0	0

Use of collaborative tools?

The team used github and facebook messenger to coordinate what work had to be done. Messenger was used more to keep tabs on people whilst we were not physically meeting or in the computer applications labs. Github on the other hand was used to share iterations of code we had created so that others could see and improve on it.

Communication/Co-operation?

The team met physically two or three times with the exception of some team members who did not respond to any messages directed at the group. As states above facebook was the best tool for us to keep in contact with each other.

Individual paragraphs

Matteo - Overall I felt as though the complete lack of input of some of the team members towards the end of the group was very demotivating and frankly unfair. If I could make suggestions to the computer applications teaching team next year is to allow groups to be formed on their own, so that those who wish to actually do the work will, and those that don't won't interfere with the other's. I very much enjoy coding, so even though half the team refused to code I still learned something. I do believe however the product could have been much better than what it is.