**Iteration 3: Post Mortem**

**Group 6**

Our final iteration was well organized and much smoother than iteration 1 and iteration 2. Paired programming was used regularly, and members rotated between programming pairs weekly. This encouraged a collective ownership of our source code. In addition, regression tests were run more regularly, and code refactoring was heavily used, especially on earlier items, as our knowledge of the Minecraft source code improved. As before, ANT builds were regularly used to compile our files, and run our unit tests. Finally, we were much more active with the use of Java Docs and comments in our classes and methods.

Regarding problems encountered during this iteration, we had issues with client-server method calls in the Minecraft source code. This stalled our progress for several sessions, but eventually we were able to understand and fix this issue. A benefit of this issue, like before, was that it greatly increased our knowledge of how the Minecraft functions (methods) are called. We also learned a little bit of information on client-server synchronization.

Hypothetically, in our next iteration we would like to implement the ability to add multiple players to our farm simulator. This would hopefully lead to a player exchange market to help overcome the difficulties with rent increases. This would reflect cooperation of a farming community.