

Reflection - Team

Due to the nature of a team-based development procedure, team members were given the possibility to receive quick feedback in the form of constructive criticism and ideas. The criticism enabled the possible prevention of future problems, while the ideas from others decreased the workload for the individual. At times, this also provided alternative solutions to problems that the individual faced, and therefore improved the design, and subsequently the code quality. The effort in providing this feedback from the other members was on the whole lower than that which the individual would have expended, and was, therefore, highly beneficial. Requesting feedback was possible both during meetings and at home, on a daily basis.

Team members were given certain, separate areas of responsibility, such as developing a certain feature, in order to fully utilize the productivity of the team. This, however, proved to be difficult, as a dependent feature might have been implemented while the feature it relied on was not. This was chiefly caused by the inactivity of one of the team members. The features were therefore delayed, and eventually had to be handed over to another team member, weighing the team down and making the sprint planning more difficult. It also required additional effort from the team to provide support without result, which in turn led to a loss of potential work hours and subsequently had a negative impact on the development process and subsequently the product.

In conclusion, team-based development has been the cause of many problems as described above. Many of them would not have been present when working individually, but the benefits of team-based development are clear: receiving feedback and ideas and the possibility of specializing are made possible when working in a team.