

Release 1 Team Reflection (Summary)

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| Team | Team 5 - Tigers |
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This project has certainly been a learning experience for everyone on our team. While we have had our ups and downs (although probably emphasis on the downs), it is clear that the changes that we made last week have already changed our team for the better because we have addressed some of the main concerns that really have been holding us back thus far. As such, we need to continue to move forward by communicating constantly so that everyone is on the same page. In addition, we need to work on clearly defining our roles so that we work better as a team rather than simply a group of individuals forced to be together.

This leads into the first major point of the team reflection which is our lack of clear group roles. Everyone on our team comes from a Computer Science background so this is a very new process for all of us so obviously this is a big learning experience to figure out what works and which might not work so well. In our case what didn't work was that because none of us really understood what each role was meant to do so when we weren't sure what person was in charge of each separate point. Our solution to fix this in our last meeting was to get together to discuss each of our roles by establishing how we need to both follow our roles a bit more strictly as well as communicate better so that all stages of the planning process are mapped out.

The workload for R1 wasn't properly divided at all which is another thing that we will be working on. Robert, Austin, and Zahir are all relatively new to the vast majority of the concepts and methods used in this program so the burden of the majority of the actual coding fell on Egor; which is unfair to him because it was a lot of work. Over the last week it has been getting better but that portion of the work wasn't fair anyone involved. As far as the documentation goes, Robert did the vast majority of that out of his own choice. He felt that as team coordinator, it was his duty to do that because he didn't know how to program as well.

The team meetings are really the only redeeming point from the first portion of this project. We held meetings on every Friday starting the second week of the project to make sure that everyone was on the same page. We try to keep a fairly relaxed environment for our meetings because we want everyone to feel welcome there; not for them to feel like they are being held captive for 3 hours every week. Starting after this week however, due to how well our coding session went last week, we are probably going to spend less time talking and more time just actually doing things so that we can all become more proficient programmers.

To sum all of this up; we had a difficult start but things are going to work out. We've made some pretty major adjustments to ensure that we all know what needs to happen for R2 to be a success. As it has been reiterated in class a number of times, communication is key and for our project to be a success all four members of the team must have the same goal in mind.