Retrospective

1. What went well?
   a. *Suit*
   b. Kain: I think the relatively low workload over the course of the semester gave us plenty of time to figure out what to do and if it's achievable.
   c. Calvin: I don't think we ran into any major issues, so overall, our planning and group meetings went very well.
   d. Chet: The things that have been going well has been the general agreement between the members of what to do. Of course there are disagreements, but we have been able to determine what will work and what won't work next semester.
   e. Finn: This half of the project went well overall. We had to make adjustments throughout the semester but that is to be expected. I think we are in a good place to start seriously working through the project.
   f. Derik: I feel like we are settled on a project that matches everyone's interests and abilities. We have put together something that I am confident we can deliver.

2. What didn't go so well?
   a. Kain: Everything went smoothly, for this semester.
   b. Calvin: We had to adjust the scope of our project, but other than that everything went very well.
   c. Chet: As Calvin mentions, we have had to reduce the original scope of the project, potentially making it less flashy than what it could have been.
   d. Finn: The main issue we ran into was reducing the scope of the project. Our initial idea was probably a little too ambitious but I believe we now have a very doable MVP as well as realistic stretch goals.
   e. Derik: We had to cut out way more of the project than we initially expected. This has left us with a strong project but one that we will still need to find direct applications for. I have been researching this so we should have some good examples and we should create some demonstrations.

3. What have we learned?
   a. We learned that our goals are pretty achievable and that we will be able to build a solid product within the given time period. Most people in the group were not too familiar with the specific transforms we are planning to use coming in, so many of us learned about those. We also did a lot of research into MAUI Blazor as it is a fairly new technology and ended up learning a lot about that.

4. What are still issues/problems/puzzles?
    a. We don't know how difficult the back-end is going to be, therefore we don't know how long it's going to take. We accounted for this by scoping down the project and adding more features as applicable. We need to continue thinking about the marketability of the product as well.

What recommendations would you make for Senior design 1 for next fall? (The is not an evaluation of Jim or Lars, just about the class structure).

1. What went well and worked and should be continued?
    a. Calvin: I think everything went well. The timeline was good, and we had lots of time to plan and think about how we wanted to tackle everything.
    b. Finn: The class went pretty smooth for me. I thought the stand-ups where other groups discussed their progress were interesting.
    c. Chet: Hearing what other groups were doing and their progress was a good way to gauge how your group was doing.
    d. Derik: I liked the updates and overall schedule. The assignments were fair and also motivated our planning. I like the "shark-tank" style pitches and that we all had to come up with our own ideas.
    e. Kain: The meetings and pacing of assignments was well done, especially for a 1-credit class.
2. What didn't go so well and should be changed?
    a. Calvin: I almost forgot about class a couple of times because it had been so long in between.
    b. Finn: The only thing that I would have like would have been a bit more feedback on the all the planning documents as well as feedback between due dates.
    c. Chet: Sometimes it was not clear when class was. A more consistent meeting time would be helpful.
    d. Derik: I think most of us thought that we were not allowed to do any programming until next semester. When Ward mentioned we could start coding, it really got us thinking more intricately and motivated us. Maybe give a green light to the teams when you think they are ready to code? It could make the planning assignments a little more interesting if we were submitting some proof of concepts.
    e. Kain: I didn't think anything needed to be changed.