

EE/CprE 491  
Reflection #1  
Sgordon4

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Q1)

**Team Relationships:** With good relationships, teammates will be able to depend on each other to do good, timely work. This will ease everyone's burdens and allow team members to focus much more on their own roles without worrying about everything else going smoothly.

**Joint Work Products:** With good cohesion, the team as a whole will greatly expedite progress towards large goals. When everyone understands what each other is working towards, it is much easier to build off of existing structures and tweak plans before they are put into motion.

**Individual Work Products:** With effective work distribution, especially catering towards individual member's strengths, work will be completed much more quickly. With cross-support from members when necessary, goals will be reached much more quickly than with random work distribution.

**Knowledge Assets:** Comprehensive documentation not only allows outsiders an easier time understanding the project, but enables team members to more easily work with apis developed by other team members. Removing the need to wade through code before continuing with a requirement greatly speeds up production.

Q2)

Team Relationships:

Performance Indicator	Individual Contributions	Team Processes
Members actively try to foster goodwill.	<ul style="list-style-type: none"><li>• Members promote friendly conversation.</li><li>• Members work to build friendships in team rather than just relationships.</li></ul>	<b>Building Friendships:</b> The team encourages an inclusive and friendly environment when meeting or discussing work.

Q3)

Functional Role	Responsibilities
Team Leader/Coordinator	<ul style="list-style-type: none"><li>• Coordinates meetings (date, time, place, agenda) 3+ days before meeting.</li><li>• Distributes workload evenly among all members.</li><li>• Guides team toward a consensus on decisions.</li></ul>
Scrum Master	<ul style="list-style-type: none"><li>• Understand and practice the agile development process.</li><li>• Creates and refines project requirements.</li><li>• Ensures requirements are understood by all team members.</li></ul>
UX/UI Designers (2)	<ul style="list-style-type: none"><li>• Create interface mockups before implementation.</li><li>• Connect aesthetics to functionality.</li><li>• Enforce consistency across UI.</li><li>• Refine API usage to be clean and simple.</li></ul>
QA/Tester	<ul style="list-style-type: none"><li>• Thoroughly test implementations to ensure functionality.</li><li>• Work with testing API to provide clean testing implementations.</li><li>• Test early and often to minimize error.</li></ul>
Communications Leader	<ul style="list-style-type: none"><li>• Ensures all team members are communicating</li><li>• Distributes information</li><li>• Ensures goals and project scope are understood by all team members.</li></ul>

Q4)

We will be rotating roles every 1-2 weeks, so I will have each role multiple times. I have experience with all roles, but likely have more experience in the Team Lead/Scrum Master roles than other members of my team. I think I will be a good fit for any role I may have, as I am a proficient developer and have strong communication skills, and highly value good team relations when working on any sizeable project.

Q5)

We will attempt to foster friendly relationships rather than just business relationships, making the project much more enjoyable and meetings less of a nuisance. The communications leader especially will help ensure everyone has a say in the project happenings, even if they usually would not have spoken up. Each member will keep team relations in mind throughout the extent of the project.