

May 9, 2017

**To** Bruce Bolden  
**From** Tim Clemans  
**Subject** Team Project: Sprint 4 and Retrospective  
**Team** Team 1

## **Introduction**

A summary of Sprint 4 and Project Retrospective for the Goofy-Lights-Editor

## **Summary**

We had very little to add for the final sprint, we had most things working for the Presentation in class. I created a 4th Sprint branch from Master and merged our 3rd Sprint branch into it. I updated my "preview" section of the FinalDesignSpec and add some text to the GitHub README.md

## **Retrospective**

Overall I think the project went rather well. Our team communicated through the Discord Chat app so we only ever met once outside of class (when we first started). Our group worked well together, there were no disagreements that I was aware of, and no one took "control" of the group. We all worked on our little sections and people were willing to give and receive help and advice over the group chat. In the end our Project works well enough and is fairly close to our original design spec. Next time I think I would plan some group coding sessions, instead of working independently. Also, maybe have some Code Reviews and utilize GitHub's Pull Requests. So everyone would get a chance to formally review other people's code, then each person would also have a better idea of how the whole program worked. However, this would slow down development. I think we would've been more successful if we worked together more (face to face). It felt like we all worked on our own sections of the code and then just wired it up once a week (which I suppose is how it's supposed to work in a way). On the first day of our project we all assigned ourselves various roles and then never switched it up. Max and I took the UI of the project, which ended up not being enough work (for me at least), after the first week the UI was essentially done. I should've spent some time on Documentation or maybe tried my hand at other people's assignments(?).