Iteration 3 Retrospective

What went right:

We made a lot of progress during this iteration! Significantly, we connected portions of our prototype together to form a more cohesive product, and we implemented substantial features into our product. We also did a great job presenting our project to Commerce Bank, and are incredibly excited to get their feedback for future improvements.

Our efforts to improve teamwork and implemented communication strategies really paid off during this iteration. We were able to figure out using communication channels effectively to work together for the implementation of various components. These were particularly beneficial towards the end of our iteration, as our communication methods held up during crunch time programming.

What went wrong:

It was a bit of a last-minute push to get our project ready for presentation. While everything worked out smoothly in terms of our product working at presentation time, we are looking into implementing better mechanisms to help ensure that we allot ourselves plenty of time for possible errors instead of relying on luck. In addition, we recognize that with the rapidly approaching end of the semester, allocation of time is and will be an issue for us, as we discovered during this iteration that the need to do work for other classes can negatively impact scheduling efforts. Creating more flexible deadlines that also will ensure project completion will be essential towards keeping team moral and sanity intact.

What risks were missed:

Along the same lines as what was stated above, the midterm presentation really snuck up on us. While that will, in theory, happen with the fast-paced nature of this project deadline, maintaining better awareness of deadlines and goals for within those deadlines will help to mitigate the risks of not being able to complete the project within the deadlines. Furthermore, implementing closer, but more flexible deadlines will help to ensure that the project gets done, but also, allows our team more time for schedule adjustments to account for other class projects and tests.