

# RETROSPECTIVE

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Iteration 1  
Corner Club  
UMKC CS451 Capstone

## WHAT WENT RIGHT

Quite a few things went very well for us in the first iteration of our project. Luckily for us, everyone on our team is highly motivated and is willing to put in the time and energy to accomplish the tasks we assigned ourselves. We have had little difficulty gaining consensus on our team goals and how to accomplish them.

As a result, meetings have been very productive, and we've gotten a lot done. More specifically, we've been holding a weekly standup meeting where we review our Trello board and discuss with each team member what has been accomplished and what's next. We've also implemented quite a few pieces of our planned design, and we are on track to include most of the stretch goals mentioned in the project rubric.

## WHAT WE COULD IMPROVE

Though we've hit the mark in several regards, we certainly could stand to improve in others. Some of our base code was assembled a bit haphazardly, and needs to be refactored for readability and efficiency - especially as we look to build upon what we have. In addition, we have spent a lot more time coding some aspects of the project than we anticipated. We underestimated the difficulty of engineering a website with Razor Pages, though we aren't letting that stop us from moving forward.

Additionally, our team has, at times, struggled to use the Trello board effectively. We do pull it up during meetings, but it doesn't drive our tasks (and thus our focus as a team) as much as it should.

Moving forward, our team's top goals are to assign more realistic timelines to tasks, and stay on track by using Trello more effectively.