

Challenges and Excellences

The project was originally envisioned to use the spiral development method where we would deliver an incomplete version of the product at the end of each iteration. However, as the project developed it ended up being developed under a system more similar to the waterfall process. Although there is no true use of the waterfall process since that would require absolutely no backtracking, we iterated through versions in a step-by-step manner, making small adjustments in retrospect. This change in the development process ended up being much more suitable for our timeframe and schedules as it allowed for a more methodological approach that didn't require extensive revision. Overall, the switch of the development process was a good choice because it was more suited to our project since it required less revision, and to our schedule, which allowed for time spent on detail instead of rushed and revised versions. To deliver the next version of the product faster and easier, we would use the waterfall approach from the start.

One big challenge for our group was communication. There were several problems, starting with insecurities and lack of communication between team members. Some team members sacrificed their own expectations for the sake of other decisions, which developed into larger problems due to different visions. To fix this, there are a few things we could have done, the first being having each teammate speak their mind on current developments. This would foster better group-wide understanding. The next would be to let small problems fall by the wayside. Certain members of our group became very caught up in the minutia of details, and this put a huge damper on the productivity of team meetings. If we were to do this again, a better approach to solve conflicts quickly and effectively would have been needed, such as a vote or having the decision come down to the current team lead.

The other communication problem was with our chosen platform for communication, Discord. It would have better served our team to select a platform that everyone was familiar with to prevent miscommunication. Certain lack of understanding of how to use Discord caused strife, and because of previous poorly-resolved conflicts, it broke apart our team.

Ultimately, not every team is a good fit, and thus it would have served our group better not to force upon ourselves the expectation of what a good team should be. Our productivity greatly improved when we ended long, weekly meetings and switched to a more independent development process that divided group work rather than having us all work together through everything. This divide and conquer approach reduced time wasted in mental conflict and led to a better final project. Although it would seem intuitive to have more discussions to resolve

conflict, this ended up having the opposite effect since the majority of the team members work better alone.

Finally, to improve the speed of the process, a clearer division of work would be necessary. This would prevent duplicate work and ensure that every team member is working on the most urgent task, rather than wasting time rewriting another member's work. This could be completed with a basic Google Document task list that would improve group-wide understanding of the project's current status.