Milestone 5 - Team Retrospective Description

By looking back at the past three week sprint, we were able to analyze our progress and inspect what worked well, what didn't work well, and what we can improve upon going forward. To start, each team member put in a few words about how the past three week sprint has been for them, personally. The general theme of this typically related to the difficulty in learning new programming languages and developing new skills. Prior to the class, the team had very little experience with game-making in Unity, and so it has been a steep and time consuming learning curve for everyone as we worked toward having a full working version of our product. There was a general positive outlook from each team member, as everyone felt that they had gotten over that initial hump of developing new programming skills and are now more comfortable going forward with the tasks of fine-tuning things and adding the creative features that we feel makes our game unique.

Reflecting on the team as a whole, we found a few things that we didn't do a great job with that we would like to improve upon going forward. The first thing we want to implement going forward is having more detailed code reviews with other team members. We've done a good job with our standup meetings and having everyone update the team on the progress they have made, what they plan to do moving forward, and any roadblocks or dependencies on other team members that they may have. However, these meetings typically weren't very technical until it came time to integrate some of the different features together. We found that a lot of team members spent large amounts of time getting certain aspects of their code to work, and often just struggled through it by themselves. To improve upon this issue, we plan to add detailed code reviews to our team meetings where each team member actually opens up the code they've been working on and explains it line by line to at least one other team member. Often times, explaining their code is the best way for a developer to realize what bugs they might have in it. So, doing this going forward should decrease the amount of time that each individual spends struggling with debugging their own code. Additionally, each team member will be more up to date with the technical aspects of the work of other members, which will allow for a smoother integration of the different components of the game that each person is working on. The other big thing that we want to improve upon going forward is making better use of the GitHub account. Over this last three week sprint, we didn't do a great job of keeping it updated with everything everyone has been working on and we could definitely do a better job utilizing the branching features when trying different things or attempting to integrate new features. We've all been aware of what each team member is working on, thanks to the stand-up meetings, but as a whole, we've all kept a lot of our individual work offline before attempting to integrate some of the different features for the demo. This made that integration a bit more complicated, as a lot of each team member's development was done without basing it off of the work of other team members. Going forward, we definitely need to do a better job of sharing all of our files so that merging everyone's work together goes more smoothly and so that everyone has a better idea of the finer details of every aspect of the game.

Looking at some of the positive aspects, we found that everyone was extremely satisfied with the team dynamic and work ethic. It is not often that out of a random group of six people, everyone is dedicated to putting in the work required to succeed and everyone is easy to work with. General comments were that we've done a great job communicating through Slack to keep everyone on the same page and up to date. It seems that teams often have those one or two people who never respond, or who don't put in any work, but that has not been the case with our team. Everyone has been great with communication and everyone has been willing to put in the work required to complete their specified tasks. Additionally, we feel that we have done a good job organizing the team in an efficient manner. We have delegated tasks in such a way that every aspect of the game is covered and every team member has something to work on. This has been really helpful in getting the most out of every team member's skills.