

A report on the team's learning experience. The report is to provide answers to the following retrospective questions:

1. What did the team do well? What aspects of the project is the team proud?

- We started the project early. We were able secure a lot of time by starting early. This also helped us to finish the project by the deadline.
- Organized preparation: Our workflow was very smooth, we stuck to our plan and tried to set some soft due dates to make sure we were on track with the project.
- Use of UML diagram: Although it was a rough draft, we tried to draw the UML diagram. It helped us to figure out the structure of our project and classes that we needed to create.
- Version control was well done throughout the whole implementation phase. If not entirely, we barely had any problems with merging. We managed our repository in the very organized way with using 'branch' when we do our individual work.
- We think that the unit testing helped a lot to make sure our classes were working correctly. We saved a lot of time and headaches.
- Communication: We kept in touch with each other throughout the whole past 2 weeks and we believe we have a great team dynamic.

2. What did the team not do well? What aspects of the project could the team have been better?

- Due to the time we have left, I'm pretty sure we could have done more to polish the game.
- Each member was in charge of one class out of three classes. When we combined our classes together, there were some issues that we needed to deal with. In fact, we spent a great of amount time to find and fix these issues. We could have reduced some of these issues if we communicated more before we wrote codes.

- Overall, we think we did this project well. All we could think of is that we would miss some soft due dates but that's mostly because we were packed with other assignments from other classes, so we had to delay some things. Other than that, we think we did a great job.

3. What will team members do differently? This is likely to have been your first software development project working in a team. What did team members learn from doing this project that will help to make their next project successful?

- We would've liked to become more prepared before meetings. There were a lot of things we have thought of after the meetings and we should have brainstormed these thoughts before the meetings. We would also propose the use of workflow diagrams and sequence diagrams to help make sure each member of team was on the same page on the design of the project. This would help eliminate questions asked later during implementation.
- Another thing we would do differently is maybe creating empty functions with a description about what that function does so that it can help other team members that are finished early with their parts move on to help fill in code for those empty functions.
- At the beginning of our project, we were not familiar with use of version control and its functionality. It took some time to get used to it. But after working 2 weeks, we now have good understanding of how we can use those tools. This skill will help us doing for our next project.
- Our team communicated almost every day during our project. Although we did a good job in communication, we realized again that communication is the most important key to successfully finishing projects.