# Team Performance

Throughout this project, team member’s skillsets were used to produce relevant documentation and code. The team had good team-working skills, especially in close proximity of each other like in work week or integration week. However when two sub-teems needed to communicate between each other there was a less effective method of communicating issues to the specified team leader however this did still work but at a slower pace.

Most members of the group had to learn skills in order to carry out their tasks and have improved their knowledge of technologies used in software development projects including use of:

* Distributed revision control system Git
* API’s such as “Android Java API”
* Front-end framework “Bootstrap”
* Project management software “Microsoft Project”
* IDE “Eclipse ADT” (Android Development Tools)
* Relational database management system “MySQL” and “SQLite”

In order to improve, we could have devoted more team members in learning about Android software development before the final coding week. With the extra manpower we could have implemented all of the required features such editing recordings on the app before submitting them to the server. Overcoming this would have really shown then we were an effective team, what lead to this was that easer features were done first so the effort required to implement the application seemed to be less than what it really was. Next time proper feasibility reports (with the necessary QA on them), would give leaders the necessary information to realise such a problem before it happened.

In addition we also learned that it is important to get everyone working as soon as possible and at the same time, when we started out things were slow and it soon became difficult to get individuals to co-operate when the feeling was that no work was being most of our team members were punctual, polite and worked without question.