

Lessons Learned

Several lessons have been learned in Cycle 2, which are involved with the following; Planning, Design, and Meetings.

The issues of the aforementioned topics are as follows;

- **Planning:** A total agreement on plans does not seem to always stick, causing the change and time waste or removing the previous Game State Manager code as example.
- **Design:** Due to the nature of separate projects in designing the game, several formats have been made and several times the projects had to be merged, causing a negative use in time.
- **Meetings:** Scheduled meetings have been missed a couple times, showing a disconnect in teamwork and contact.

The lessons learned from the aforementioned topics are as follow;

- **Planning:** Due to issues in planning, we have learned that a stronger conversation of our next steps may be required. This includes better outlining of programs to avoid miscommunications and have necessary connections in programs already set.
- **Design:** Due to issues in design, the lesson learned here would be a more consistent flow of conversation during work, rather than before and after to allow any undesirable features to be found quickly. Comparing several parts of each others task will greatly help us in the future for combining our new code, if not directly implement code into a merged file to avoid wasted time.
- **Meetings:** After several missed meetings, it's clear that Discord may not be the best way to communicate, whether it be fault on the communication app or users. Members appear to have issues receiving notifications, causing a missed meeting and further slowing development time, teaching us we will require a fix for this hole in communication, or a new way to communicate.