

TeamWork

During our first team meeting we discussed the approach that we should choose for our project. We decided to follow an agile approach, as it is a natural fit for software development and it provides working iterations of the final product. More specifically, we chose the Scrum [1] Methodology with some necessary adjustments o better fit our project and timetable. We opted for 2-week Sprints and decided that there was no need for a Scrum Master. After the end of each Sprint we had a Sprint meeting in order to reflect on our performance and decide the goals of the next Sprint. Furthermore, we had an extra meeting after the first week of a Sprint to talk about specific problems we had and brainstorm solutions regarding them. An important goal for us was for every team member to be involved in every aspect of the project and the delegation of the work in each Sprint aided that goal.

In order to communicate more efficiently we created a group in a mobile messenger application. It proved a quicker and easier way to communicate than email and was very handy in organising the meetings. Still, the review of the code was done with the pull requests in GitHub and during the actual team meetings. Another tool that proved really useful was the “Projects” tab in GitHub. We created separate folders for the server, the mobile and the desktop application along with the final report. These folders were populated with objectives that had the proper status (to do, in progress, not yet started, etc) and in many cases also stated the team member that was currently working on them.

Finally, the most important aspect of our work as a team, and the one that helped us the most, was that every disagreement was discussed and every team member was willing to listen and adapt. It was very beneficial for our progress that when different opinions were present, they were discussed and people were willing to take a step back if they were convinced by the arguments of the opposite side.

[1]

@article{rising:00,
author = {L. Rising and N. S. Janoff},
journal = {IEEE Software},
title = {The Scrum software development process for small teams},
year = 2000,
volume = 17,
number = 4,
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