Retrio Games

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Methodology: Agile

- 4/5.
- We were very flexible; threw out a library without having to restart.
- We didn't get bogged down making documentation.
- There were times when some group members were busy and others weren't. We didn't get bottlenecked.

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions over processes and tools
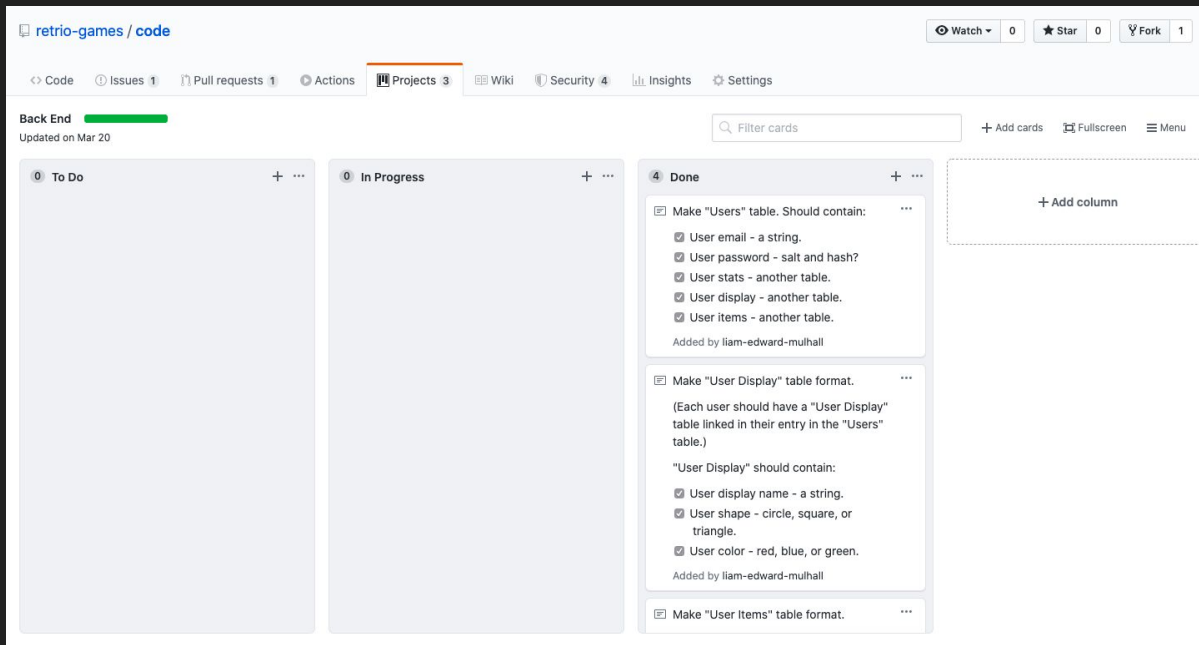**Working software** over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

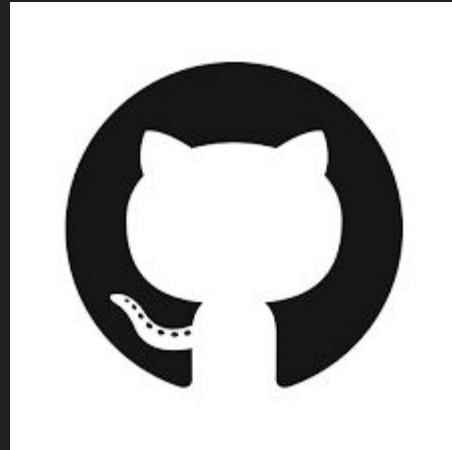That is, while there is value in the items on the right, we value the items on the left more.

Project Tracker: GitHub Kanban Boards

- We didn't use these as much as we should have. 3/5.

Version Control System: Git/GitHub

- No problems. 5/5.

Front End: HTML/CSS/Bootstrap/JS

- Very few problems.
- What we learned in class, so not too difficult. 5/5.

Integration Layer: Node.js
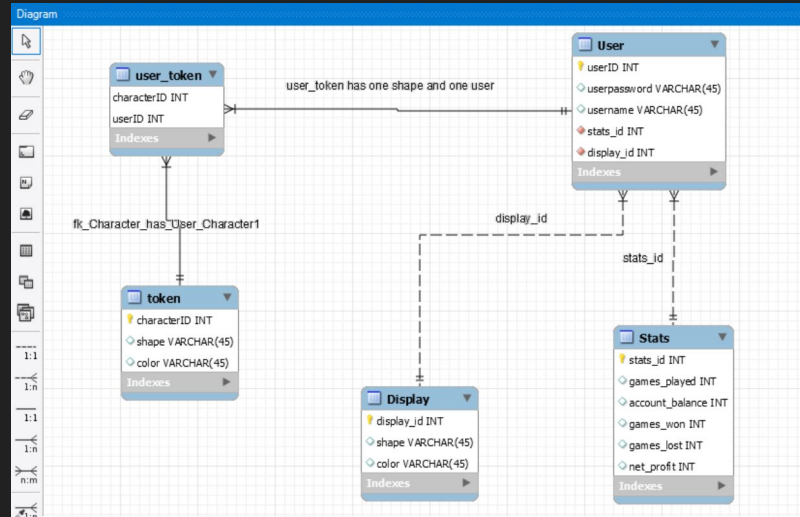
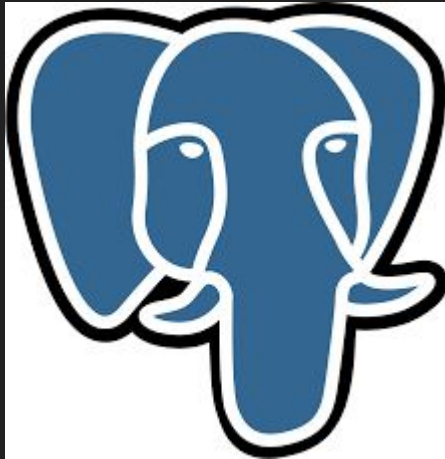- ● We also used ejs and a few other Node packages. 3/5.

Back End: PostgreSQL

- No serious issues with the database. 5/5.

Testing

● All of our testing was manual testing. 3/5.

Deployment Environment: Heroku

● Heroku was really easy to set up and use. 5/5.

Challenges

- Integrating each other's work.
- Communication and coordination.
- Learning curve.
- Online courses / global pandemic.
- Our project probably isn't as polished and bug-free due mostly to difficult logistics of online learning / moving, etc.