Team number: 14

Team name: G14

Github Repo:

https://github.com/cse110-sp25-group14/warmup-exercise

Youtube Link:

https://youtu.be/qIWXFYHldCE

Group 14: SWOT Analysis of Warmup Exercise

Strengths

One of the biggest strengths of our team is that most people on the team communicate and work well together. Despite a slightly late start to the assignment as we were figuring things out, we were then able to complete steps 1 and 2 of the assignment in a very short amount of time. The communication, trust, and accountability between most team members allowed us to build an initial working product quickly. We believe this was helped by allowing people to self-select their roles based on interest and skill. After that, we were able to work on various front end and back end improvements, merge branches and pull requests, and test and provide feedback to each other. This was partially aided by another strength, which is how quickly sub teams were able to agree on decisions and directions. By having various team members step up beyond just our leaders, we showed that we are a self-sufficient, capable, and productive group overall. We also have a good teamwork model in terms of allocating tasks. Our teamwork breakdown involves sub groups where each team member helps keep another accountable, creating an efficient divide and conquer strategy that allows us to cover more ground without overconsolidation into one facet of the assignment. In addition, instead of going solo, working in these subgroups allows a better workflow as we can keep each other accountable and look for each other's mistakes on the spot without overcommitting our resources to one specific part of the project.

Weaknesses

A key area for improvement within our team is managing our GitHub repository and establishing a clearer structure from the start. There was initial confusion regarding our GitHub workflow, which sometimes slowed down progress. Additionally, we recognized that reviewing and assigning responsibilities for new assignments earlier could significantly benefit the team's productivity. Delaying this step occasionally meant losing valuable days for collaboration. Finally, although most team members communicated well, there is still room for improvement, and we faced some uncertainty in our workflow from members who did not communicate, or did not communicate effectively, with the rest of the team. Our organization could use a little improvement as we can allocate tasks, but our task allocation is somewhat uneven at the moment, in part due to the lack of initial communication from a couple members. Our meeting times are a little inconsistent, so we should work on rallying 90-100% of the group on to certain meetings, so that everyone is on the same page, whereas as of now we have delayed/incomplete communication of information.

Opportunities

We have several exciting opportunities for the future, driven primarily by the passion and enthusiasm shown by a subgroup of members deeply interested in this project. This provides a chance for us to produce an elevated final project with stronger branding and other elements. For example, there is room to develop custom logos, symbols, and other design aspects through our future card website, giving it a unique identity. We also believe that our team's excitement, skill, and passion will inspire higher levels of overall quality across all aspects of the product in our future deliverables. With our team's diverse capabilities and different experiences with software development, ranging from experience with full stack development, ui/ux, backend, etc. we have the potential to divide and conquer tasks really well, given some time to work on our team organization, and identify individual member strengths.

Threats

One of the most significant threats facing our team is the risk associated with the uneven distribution of workload, leading to the possibility of burnout, and exposing us to risk of illness or other priorities among our most productive members. If key contributors become overwhelmed, sick, or need to prioritize responsibilities from other classes, our progress could suffer considerably. For example, if that had happened during this project, there might have been bugs in the backend that the rest of us wouldn't know how to fix, enhancements to the UI/UX that wouldn't have been made, or increased levels of

inefficiency and technical debt in our codebase. This does indicate a high BUS factor as of now. In terms of meetings, finding consistent timing where everyone can discuss the task is a little bit of an issue right now and leads to a delay or incomplete knowledge of our progress for some teammates. We also believe that our team's long-term success and cohesion depend heavily on consistent involvement from every team member. Addressing these issues proactively will be essential to ensure sustained productivity and project quality throughout the quarter.