

Team number: 19

Team name: Powell Rangers

GitHub repo link: <https://github.com/cse110-sp25-group19/warmup-exercise>

Youtube link: <https://youtu.be/YZmEEUpTy0c>

Full SWOT analysis: (continued on next page)

SWOT Analysis – Warm-Up Exercise

Aspect	Strengths	Weaknesses	Opportunities	Threats / Risks
Team	<ul style="list-style-type: none"> Clearly defined roles for all 11 members. Design sub-team delivered UI assets swiftly (by Wed). 	<ul style="list-style-type: none"> Low meeting attendance (3/11, 2/11). Missing status updates from Game Logic team. Friday: no visible output from Team C; Team B started Thu. 	<ul style="list-style-type: none"> Enforce a lightweight 1 or 2 times a week standup (async post acceptable). Rotate team responsible for the meeting minutes so every sub-team practices reporting. 	<ul style="list-style-type: none"> Continued silence → schedule slip. Morale drop.
Tech	<ul style="list-style-type: none"> Card-flip animation prototype works. 	<ul style="list-style-type: none"> Very limited cross-team code integration so far. 	<ul style="list-style-type: none"> Pair up sub-teams to integrate early: Design ↔ Frontend; Deck ↔ Game Logic. Add minimal Jest + Playwright smoke tests to catch regressions quickly. 	<ul style="list-style-type: none"> Rushing integration later could reveal hidden interface mismatches.
Tool	<ul style="list-style-type: none"> Tech Lead's branching / PR process ("fork & merge") works; no conflicts yet. 	<ul style="list-style-type: none"> Sparse use of GitHub Issues/Projects, so work items lack visibility. 	<ul style="list-style-type: none"> Adopt "one Issue per task" with clear owners & due dates. If most code keeps landing on Friday deadlines, merge conflicts & broken builds will spike. 	

Key Learnings & Next Steps

Biggest lesson: Strong execution by a single sub-team is not enough—regular communication and incremental integration across *all* roles are critical, even for a short warm-up.

Action plan:

1. Enforce a lightweight 1 or 2 times a week standup (async post acceptable)
2. Teams keep track of their issues.