Team #19 – “Powell Rangers”

GitHub repo: https://github.com/cse110-sp25-group19/warmup-exercise
YouTube demo: https://youtu.be/YZmEEUpTy0c

SWOT Analysis – Warm-Up Exercise

Aspect	Strengths	Weaknesses	Opportunities	Threats / Risks
Team	• Clearly defined roles for all 11 members. • Design sub-team delivered UI assets swiftly (by Wed).	• Low meeting attendance (3/11, 2/11). • Missing status updates from Game Logic team. (till Sunday) • Low cross-team communication • Friday: no visible output from Team C; Team B started Thu.	• Daily check-in async should be implemented at the minimum, a status update from each team (instead of individual) • 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.	• Design/front-end can cause a bottleneck for backend dev as projects specs increase in complexity, start delegating tasks for backend/other coding-based teams to do before mid-week that do not heavily depend on design/frontend's task completion • Continued silence → schedule slip. • Morale drop.
Tech	• Card-flip animation prototype works.	• Very limited cross-team code integration so far.	• Pair up sub-teams to integrate early: Design ↔ Frontend; Deck ↔ Game Logic. • Add minimal Jest + Playwright smoke tests to catch regressions quickly.	• Rushing integration later could reveal hidden interface mismatches.

Aspect	Strengths	Weaknesses	Opportunities	Threats / Risks
Tool	• Tech Lead's branching / PR process ("fork & merge") works; no conflicts yet.	• Repo management unclear, needs more uniformity in organization and less "special cases", keep rules simple • Sparse use of GitHub Issues/Projects, so work items lack visibility.	• Revise repo management rules, branching should be done for any and all git commits, including but not limited to graphics and non-code files • 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. more cross-team communication (which should be done in the main channel for organization purposes), that way the whole team is aware of everything
3. daily async status update from each team, time (8pm) as "end of day", which serves as the deadline for the daily update

> this daily status update should be posted on the main channel, that way if a team has "blockers" that involve other teams, they can communicate with each other directly

4. Teams keep track of their issues.