

Iteration 2 Evaluation

As a team, we're on the downward slope of the "forming" phase and we're bracing for the storm. We've spent the past two iterations learning how to work with one another as a single, cohesive unit, and we've managed it well up, but we expect to have to adapt a bit now that we're getting through all of the documentation and about to begin working on the actual project. For instance, we've relied on a sort of crowdsourced approach to writing our reports up to this point, but it isn't the best method for getting everyone involved and keeping them accountable. Going forward, we'll need to more clearly define and delegate tasks in order to stick to our iteration schedules. Aside from that realization, we were able to identify a few new risks while completing the Risk Management Report that we had overlooked in Iteration 1, namely the risks involved with working completely online and estimating tasks involving technologies that team members aren't experienced with. In an effort to respond to those risks, we plan on meeting more frequently and having those of us with more experience divide the tasks into smaller, more easily understood chunks. Overall, this iteration went well and the small amount of adversity we faced helped us identify what we could change now, while it's still early, before we get into the real work in upcoming iterations.

What Went Right:

- The team continued working well together and team members went out of their way to see if there was anything they could do to help.
- We identified a few risks that we had previously overlooked, including the risk of inaccurate time and effort estimates resulting from a lack of experience among a few team members.
 - Identifying these risks helped us to plan appropriate responses, and team members were on board with the extra work it would require.
- This is the first iteration where we've encountered any kind of adversity, with a lot of busy schedules and due dates, but we handled it well and recognized where we could do better in the future.

What Went Wrong:

- Some team members were pretty busy throughout this iteration (everyone had multiple midterms and other projects) and communication suffered as a result.
- And though the team worked well together, not everyone was as involved as they were in the previous iteration.
- While we've been on top of all of the documents related to the project, we haven't really gotten rolling on the actual project itself yet. Our soft schedule and tackling tasks as a group has worked out well so far, but it looks like we'll need to pivot away from that to stay on schedule with development.

What Risks Were Missed:

- We missed all of the risks inherent to an exclusively-online format. For instance, even though we communicate regularly on our team Discord server, the online format still makes it easy for team members to get busy and “go dark.”
- We also missed the risks involved with producing time and effort estimates for tasks that team members aren’t experienced with yet.