

### Iteration 5 Evaluation

This iteration proved challenging for our team due to Thanksgiving and certain team members being out of town and unavailable. Despite the week break not being a required part of the iteration, our team wanted to continue work through break and make as much progress as we were able to. While we are getting more familiar with one another and continuing to make progress on our project, it feels as if the time still hasn't reached the 'performing' stage. Members are comfortable asking for help and some have stepped up to delegate tasks and take charge of situations when necessary, but it doesn't feel as if optimal performance has been reached. This iteration also hit snags after Thanksgiving because some members became more difficult to reach after the holidays, without providing an absence or other means of contact outside of our Discord server. Overall, team members continued to put forth a good effort in finishing their parts and helping reach out on others as necessary, but there could have been more focus.

#### What Went Right:

- We held productive meetings that helped get all team members on the same page and realize what last pushes were necessary to finish the project.
- The last push has invigorated some members of the team and has caused a surge in productivity as they finish components they are responsible for and continue to work on any features that need fine tuning.

#### What Went Wrong:

- Thanksgiving proved to be a difficult time for our team, with some members unable to be reached due to being out of town for the holidays.
- Communication was poor this iteration for an undetermined reason, with some members unable to be reached through our primary contact method. This unfortunately led to

some parts of the project being incomplete by their target due date, meaning that other members had to redo the work to try and keep on schedule.

#### What Risks Were Missed:

- Once again we have underestimated our bottlenecks and method of deploying components. Allowing individual members of the team to be responsible for certain components of the project originally seemed like a good idea toward the beginning, but it has unfortunately proven to be a detriment to us on at least two occasions. During this iteration, much of what remained of the project relied on the backend being deployed on a certain date - but because we were unable to reach the team member responsible, we were set back and had to potentially redo work that they had already done so we could continue moving forward.