

Team reflection week 8 Tatooine

This week we didn't have any actual user stories since it was last week. We had more of a single developer story to merge all the parts of the project into one before the presentation. The rest of the time was spent preparing the demo and organizing our files and documents for the final report. We had a few final touch ups on the project such as small resizings but nothing worth mentioning.

When we thought we were close to done we decided to have a final meeting with the stakeholder to show the product. Our stakeholder gave positive remarks to the project, further increasing the productivity in what needed to be done. After that, we made some small touch ups again.

We think it was a good idea to not start any user stories since they could've just made the final project more incomplete, or that it may cause issues right before the demo. The time was better spent on removing existing bugs.

All in all, we think the project went well. Through the demo and stakeholder input, as well as our own opinions we know what would need to improve had the project kept going. More concrete user stories on the design of the website e.g. through rough sketches of the final idea as well as goals for each week would have had a big impact on the final design of the website. For the functionality of the website, we agree that it is quite good. Navigation of the map is very easy with the help of different buttons and options. Animations as the map moves makes it easier to follow where the user is currently on the map.

Furthermore, for the demo we wanted to touch on the fact that we had a large focus on team improvement, but it felt unnecessary as the demo itself was only meant for showing the final product. As of such, this will be covered in larger detail in the final report.