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Spring 2019 Retrospective SW Dev Methods and Tools

I wanna begin by saying how much of a positive impact this class has had on my attitude and optimism going forward in the software development environment. The **SCRUM** guide gave me a confident understanding of my responsibilities depending on what role I was assigned during the sprint. The **Trello** board allowed for an intuitive way to manage assignments, along with a system to separate the assignments that were completed and those that still needed to be worked on. **Toggle** has become a household name, it's easy use and intuitive UI has allowed me track assignments and work done in all my classes and projects outside of school. **GitHub** is slowly becoming my best friend, after many pushes breaking our program and merge conflicts things started to make sense. What had the biggest impact on me during this semester was the experience gained working in a **team** environment. I don't know if it was pure luck but every single person on the team made an effort to work together towards the sprint goal. This is not to say we had no roadblocks, those we had many, but we were able to collectively tackle the problems we ran into; making for an **agile** and productive team. **Things I believe went well in the course:** the project was unclear and what I imagine is a 1 to 1 model of the of the real world; if it was not by design, it should be. Before this class the only projects I had worked on were outlined and perfectly designed by my professors, as far as learning basics this may have worked, but understanding what software development is requires a challenge and actual development, which I thought this course pulled off very well. The tools provided were useful for communication and work delegation. **What I believe could of been better:** explaining how to use GitHub in the beginning of the class and a small introduction to python.