Traae Bloxham Dr. Issac Griffith CS 3321 3/31/22

# Team Evaluation: Sprint 2

## Part 1: Self-Evaluation

### Traae Bloxham

This sprint I continued to work on setting up the servers and making the clients and microservices connectable.

Grade: B

Percentage of work: 15%

I completed my tasks, but they were few.

I completed my work but was not otherwise involved.

### **Comments:**

- I was initially involved with the design, but David took over my section and I was left with less to do.
- Given my team's level of effort into documentation, scrum, and essence, I decreased my own focus on these things.

## Part 2 - Team Member Evaluation

## Tyler Kelley

Grade: A

Percentage of the work: 25%

This person was incredibly involved

### Comments:

• Tyler continued to put in his work as promised.

## **David Lindeman**

Grade: A

Percentage of the work: 30%

This person was incredibly involved

### Comments:

• David took over the design of the Diagrams and shapes and put a ton of work into them. I think he may have over engineered it a bit.

## Hyun Se Seo

Grade: B

Percentage of the work: 15%

This person completed all assigned work but was not otherwise involved

## Comments:

• Seo has been plugging away at the web client, I can't complain. Notably, it sounds as though Seo has been designing his side after Tyler's, to match. This makes sense, but I'm unsure if this has left Tyler with doing most of the ui design work.

### Steven Yerka

Grade: B

Percentage of the work: 15%

This person completed most of the work assigned but other group members contributed more.

### Comments:

- Steve has been doing his research and setting up his designs for the File Exporter, he is somewhat hampered by my not having fully completed the server. Next sprint he'll be in a better position to start developing.
- Steve did did do work as the product owner, but it was minor.

# Part 3 - Team Use of Scrum and Essence

The team recognized our lackluster implementation of scrum and *said* that we would fix it. There were some efforts made by the team, but not nearly enough.