**Project feedback**

1. What worked well?

In my opinion, I think we started off very ambitious. Everyone was optimistic about the team prospects and goals. At first, the workload was spread evenly among team members and we implemented the information given during lectures, i.e. implementing team roles and ways to approach the project.

1. What worked not well and what could be improved?

This part will take up most of this document, as I have had more negative than positive experiences during this project. I will refer to them as learning moments. Things that others and I could improve upon as a student or during our later life as a professional. I haven’t had any negative feedback from group members, although I have asked for them. Therefore I will also provide feedback on myself and give my opinion on how I would do it differently next time.

My planning as a scrum master was not perfect. I would update the scrum more regularly, adding more ‘To Do’ issues or closing issues sooner. I would also look at deadlines more frequently and check on group members individually to see how their work is doing. Another thing I would do is add labels to all issues so all group members know what needs to be reviewed or get remembered on what needs to be improved.

This being said, there are a couple of things that other team members could improve upon as well. First of all, group members have to notify others if a task is finished. If no one is informed about this then work can’t be reviewed and improved. Second of all, group members have to ask for help (sooner). It is nothing to be ashamed of if you are not able to finish a task on your own or to ask for help when you are stuck. Group members are there for a reason, to help you out and support you when needed. In the end, it all boils down to one thing: communication, which is a vital aspect in teamwork, was hard to find. This is an important flaw that **everyone** can improve on.

1. What will we commit to doing in the next Sprint?

We will show improvement on the previously mentioned flaws. To show how we have evolved during this project as professionals, even during difficult times, as we’re working during a pandemic. This also translates to submitting a project that works as well as possible. The sensors will communicate with the C# application, giving reliable measurements and feedback.