## Team Echo: Post Mortem

As a team, overall we worked rather efficiently with one another. We knew what each other's strengths, weaknesses, and interests were. Our schedules were similar to one another and we were able to adjust quickly to any changes in our schedules to fit our team's needs. This happened to be something wonderful for managing our team's schedule as well as delegating tasks to all members of the team.

Another benefit for our team was how we worked with one another. Brian was a power-horse, and he had a lot of experience in testing. Brendan worked well with Brian and was a great adversary when it came to team review (he found little things we did not normally think of). Lindsey was good at writing and presenting something formal for documentation, as well as good for managing. All three of us worked on the Implementation coding aspect to each of our own abilities. If a team member had too much work on their hands, then we would do a work-flow over to a team member that had less to do. Since our team all understood the task at hand, delegating tasks to another person was no problem.

In the beginning, communication was a problem in meeting time. We were never quite sure how to hold meetings as we talked to one another quite often. Throughout the project we learned how to manage meetings and keep our team focused on the task. So yes, in the beginning communication was a flaw, but in the end we were able to greatly improve our communication to the point it became one of our strengths.

Another thing our team found troublesome throughout this project was knowing how to apply the material we barely understood at first into our project. Such an example was encountering use-cases for the first time. With practice, questions and research we were able to overcome many of these challenges.

What could our team do to improve next time? Perhaps managing our time would be the next best thing, but sometimes that's hard to do when unexpected things happen. We also plan on using our Software Journals in future projects, as they surprisingly become useful references.