Start / Stop / Continue

1. Decide on a topic of discussion, e.g. the last week of work.

2. Each person adds sticky notes to the three areas with ideas/feedback.
   (10 min timer suggested)

3. In turns, reveal sticky notes and discuss as a group.
   Tip: click on a participant's icon in the top right to highlight their sticky notes!

4. Add reactions to the sticky notes you agree or disagree with.
   Hint: Using the Reaction tool from the toolbar!

5. Add follow-up Actions taking into account the popular sticky notes from the session.

Start
What should the team start doing?

- As well as big targets, set smaller targets so we can feel as though we've done more
- Adding design elements
- paired programming after MVP
- Regular bug testing
- Have some time to understand code we've written at end of each day/when we've achieved something that we wanted to do
- always working off a feature branch and try ing (as much as possible) to name branches descriptively

Stop
What should the team stop doing?

Continue
What should the team continue doing?

- continue communicating well and updating everyone.
- Mobbing together to solve problems so everyone understands what's going on and can add ideas to solve problems
- planning out daily tasks and goals
- Planning a general outline for each remaining day
- Regularly checking in with our Trello Board
- Standups/stand-downs really help to start up the day and end the day well
- Communicate well as a team
- Checking in regularly with the trainers
- Have regular breaks that are longer if it's needed
- Daily standups (+standowns) as needed to review progress and share thoughts on project
- Comitting/Logging code bugs on Github to track fixes
- Referring to ERD & plans when developing backend to make try and stay close to design plan
- Considering the user experience
- mobbing code and switching driver frequently
- Making git branches when adding new changes

Actions
Add follow-up actions for the team.

- Do Monday's standup
- Make sure to keep doing stand-downs