

Teamwork Reflection Written By : Katelyn Hucker (kh509)

3 Positive and 3 Improvements for each team member

Kian Bagherlee:

3 positive:

- Kian demonstrates productive and effective work in limited time periods
- Kian is willing to work on ANYTHING with enthusiasm.
- Kian is curious and engaged in every part of the project.

3 improvements:

- When dealing with limited time, Kian should aim to cross his finish line prior to engaging with other people's work
- Kian could improve his documentation of his parts of the project so that they can be more easily integrated.
- Kian should identify his interests at the start of the project so that he does not feel like he is missing out on other parts of the project later.

John Coogan:

3 positive:

- John is willing to work on any part of the project that will contribute to the whole team
- John gets work done efficiently in an allotted time with a complete and well thought out project.
- John identifies problems and debugs any and all aspects of the project. He helped other members merge their code or fix problems so that the project could work.

3 improvements:

- John can be more enthusiastic about project details, rather than just checking the block.
- John could push his updates more frequently so that I would not have to ask for them.
- John could document and communicate his thought processes more

Yabei Zeng:

3 positive:

- Yabei completes all work assigned in a very efficient manner
- Yabei helps debug code as required.
- Yabei attends meetings with all work completed and is always attentive in meetings.

3 improvements:

- Yabei could be more assertive in meetings as she has great input and good ideas.
- Yabei should show more initiative or investedness in meetings

- Yabei could document her code more

Suim Park:

3 positive:

- Suim attends meetings and does what is assigned to her.
- Suim provides and ideas about project timelines and goals.
- Suim shows curiosity and enthusiasm about our project.

3 improvements:

- Suim could be more engaged in meetings as she has great ideas and we would love to hear them.
- Suim had 5 classes this semester, so it was difficult for her to prioritize this project.
- Suim could document her code more.

Overall reflection:

Our team generally worked well. We completed all tasks needed before the deadline and even added more advanced features than what was required. We struggled sharing data as we had over 1 million reviews and github struggled sending that back and forth. We did follow a clear and elevating goal of creating a dashboard based on steam reviews this helped scope our project. We followed the results driven structure with while we assigned goals, we created a deliverable needed. We did not have principled leadership as we worked more collaboratively as 1 team. We definitely should have assigned a leader as it would have been helpful for tasking and merging work if someone knew every aspect of the project. We also struggled splitting up the project as John, Kian and I were working together on another project that also used Steam Reviews so we communicated much more frequently. We should have been more inclusive of Yabei and Suim with communication.

At the meeting;

- CI/CD foundations could have been applied sooner.
- Asynchronous code sharing needed work
- Wrote more minutes from group meetings
- Formatting code better, documenting more individually of what we are doing
- Regular team meetings would have helped and produce more work iteratively
- Have SCRUM style would have been better
- Good job splitting the tasks where we were all working on different things on their own computer.
- No work was repeated steps between team members.
- Distribute the work fairly.
- Based on our common interest we had a good scope and good communication, our project results in something really cool to us.