**Team Retrospective**

| **Team** | 5e |
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This document is a large portion of your grade and should be completed thoroughly with contributions of **all team members**. Needless to say, this semester has offered a unique experience which we should all learn from. The expectation here is that collectively you will capture **objective** **and constructive** observations and feedback as you look back at your team performance.

Reflect on the team’s activities and performance through the entire project. While you discuss this, capture the team's reflections, observations and thoughts in this Word document. Be sure to preserve the **9 questions in bold** and be explicit and complete with your answers in regular text. **One-sentence responses will severely hurt the team’s grade.**

Your Team Retrospective must address the following items, but feel free to expand on these in light of your team’s unique experiences.

1. **Would the team plan the development of project features differently? Were your user stories at the right level of granularity to allow the team to effectively distribute work through the team during a sprint?**

We wouldn’t plan anything differently and we thought it went well. Our work felt very evenly distributed.

1. **Independent of scheduling challenges, identify problems in carrying through the project that arose that the team didn’t expect or plan for. How would the team want to deal with this in future projects?**

We felt our commitment to a weekly schedule made scheduling easy and we were always available.

1. **Independent of course schedule challenges, what was the most difficult or challenging aspect of the project for the team?**

Learning Angular was a big challenge because we had to use the outdated tutorial.

1. **Did the team act on the improvement plan that came out of your Sprint 2 retrospective? If yes, which changes helped the team become more effective? If no, what got in the way and do you think those are still valid recommendations that could make the team more effective in the future?**

Not really; We all felt as though our sprint 2 went well and that not many–if any– changes really had to be made.

1. **What aspects of team's process or organization had the largest positive effect on the project’s outcome?**

Our team had structured meetings on Tuesday and Saturday, which helped us give dedicated time for thinking about project goals and our next steps in reaching those goals. Our meetings also gave us a great opportunity to help us collaborate on our individual portions of the work which helped us create a project that everyone was satisfied with.

1. **What does the team consider to be the most meaningful takeaways with regards to your “Professional” development and why?**

Our team feels that the experience working with a team, needed to check on their code, seeing how other people implement things, etc, were all important skills to learn and are great takeaways.

1. **Which of the aspects discussed above does the team feel are unique to this semester? Which would have happened regardless?**

Our meeting times were specific to this semester because of all the different schedules each member has. Luckily we had time to hold a meeting during the weekday, which helped a ton in managing work. We think, regardless of time conflicts, we would have done amazing on this project.

1. **What is the most important piece of advice you would give to a team taking this course in an upcoming term?**

Communication is key, learning Angular using whatever means possible, have weekly meetings.

1. **How hard was it/would it be for your team to follow this advice? Why?**

We think this project is as hard as you make it, as long as you continue to work with your team and work together and communicate, it will all be okay! And we did just fine with that.