Description: What happened? When and where? Who else was involved? What did you do? What did other people do? What was the outcome?

The team (three members, the same as for the laboratories) assembled in a Discord meeting, two days before the deadline. Then we read the assignment together, and though about how difficult the assignment would be to solve. We concluded it would be fairly easy to complete. First of all, we split the responsibilities, because some liked to write source code, some liked to design tests, and some liked to write documentation. The outcome was that we finished the assignment faster than our estimations, and we had fun.

Feelings: What were you feeling during the situation? What do you think other people were feeling about the situation? How do you feel about the situation now?

While solving the assignment, we were feeling engaged, because we had to cooperate. Working in teams was a motivation not to stagger, slack off or procrastinate. The other people were feeling the same, I suppose with a high degree of certainty. Now, I feel relieved that we managed to finish it.

Evaluation: What went well? What didn't go well? What positive or negative things did you (or other people) contribute to the situation?

Certainly, our time management and task distribution went perfect. We could improve in the sharing system of our artifacts. We relied on a chat feature to this end, which was less than ideal. What wasn't a good thing was that one of us took a lunch break during the assignment, while the other were left to work on their own. What we did well was to equally distribute the tasks among ourselves.

Analysis: Why did (or didn't) things go well? What theories or research can help you better understand the situation?

Thing went well because the task was mostly well formulated. The task requirement for the "InsertHappyFeelings" function left room for some debate, because the example did not correspond to the specification of the function. The course slides be the help we needed when we solved the assignment, because writing the documentation for the tests relied heavily on theoretical knowledge.

Conclusions: What did you learn from this situation? If this situation happened again, what would you do differently?

From the situation, I learned that ensuring all team members have something to work on is important for everyone's satisfaction. Given that we didn't have any hurdles while solving the assingment, there wasn't really something to encourage us to change how we'd carry out our tasks.

Action Plan: What skills do you need to develop to handle a situation like this better? How will you develop the skills you need?

One important skill that is required when working in a team of developers is to know how to express the issues found with others' work, so that they would know how to correct them. There isn't a straight-forward development strategy for this skill. Perhaps having a rich vocabulary, especially related to the field (e.g., computer science, IDEs navigation) of the assignment is a good start.