

Reflection for Release 2

All team members should add their own thoughts to each section below. Try to practice good team-member skills: be honest about how you feel the iteration went (especially in the areas that didn't work so well) but avoid being accusatory. On the flip side, be willing to listen to your team and try not to take any negative feedback personally.

The goal of this exercise is to understand what your team did well and feel out ways you can improve for the next iteration, so as you write your feedback and read others', think constructively!

Take 15 minutes to work individually at putting your feedback in the document. You'll see what other people are also writing and that may trigger more ideas on your part, but otherwise minimize communication within the team.

After the individual work, come together as a team and discuss what went into each section. Try to decide on a few takeaways from each section to focus on as a team in the next iteration and highlight them. If applicable, discuss concretely how you will maintain, avoid, or attempt the practices you highlight.

In particular, as you reflect on how this release went, look back on the previous releases' reflection documents and consider how well you as a team were able to improve during this release. Did you hold on to the **Good** and eliminate the **Bad**? Were you able to incorporate any of the **Try** ideas, and if so, how did they go?

Good

What went well in the second iteration? What practices and attitudes should the team try to maintain in the next iteration? In what ways did the team successfully apply previous iterations' reflections in the development of this release?

- ❖ We had a lot better communication than in release one which helped a lot.
- ❖ We were able to have more overlap on what we worked on (multiple people were able to collaborate on the same feature)
- ❖ Task distribution was pretty even between the teammates so we improved from the last time.
- ❖ All members had working components
- ❖ All members can attend to class and give feedback of our work.

Bad

What went poorly? What sorts of practices and attitudes should the team try actively to avoid in the next iteration? In what ways did the team not improve despite reflection over the previous iterations?

- ❖ We pushed some stuff to the master version of our Unity project when it wasn't fully implemented which broke the main game for a while.
- ❖ Staying up-to-date with the branches on GitHub.

Try

What do you think the team should consider doing differently in the next iteration? Do you have any ideas for ways to improve the team dynamic or the quality of the product?

- Next time, we should make sure to identify the hardest features to implement at the beginning and start working on them earlier in the release process.
- Merge individual components sooner, especially through Unity Cloud and GitHub.