Reflection for Release One

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 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.

Good

What went well in the first iteration? What practices and attitudes should the team try to *maintain* in the next iteration?
- We were very good at compartmentalizing the work
- Demo was ready for presentation directly from staging server
- We had presentable components two weeks before the release
- We had good communication with group members. Used Discord effectively.
- Our team had very positive outlook on the work that we planned to do and constructive discussion between team members.

Bad

What went poorly? What sorts of practices and attitudes should the team try actively to *avoid* in the next iteration?
- Laptop did not work during presentation (something wrong with HDMI connection)
    - We should be prepared for backup on multiple laptops
- Unity teams was not setup to give everyone access
- Some people were assigned work they could do in a night and others were assigned work that took a lot longer

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?

- We need everyone to be involved and working consistently through the three weeks instead of just doing their work right before
- We should all check the Discord server at least once a day and contribute to the discussion
- We should have everyone present when assigning work
- Follow the rubric and assignment instructions more closely