

# Team ## Retrospective

## What went well? (keep doing)

*What went great and you want to remember it for your next team?*

*Who did you see doing something you think everyone should try?*

- We come up with a good idea -- two-player wheelchairs competing with each other to challenge the collaboration of players, then implement it in a fun way by using physics.

## What didn't go well? (stop doing)

*Where did your biggest roadblocks come from?*

*What went wrong that caught you off guard?*

- Did not finish all the things we wanted(character selection), need to control the scope and a better daily schedule for the whole team.
- Risk of changing hardware in a 2-weeks project. (But we made it and it brings a better feeling of control!.)

## What will you take to your next team? (learn)

*What one thing would you change for next time? What advice would you give to another team to avoid this problem?*

*What would you do again? What steps do you need to take to help make this happen?*

- Always prepare a backup plan: We developed keyboard input first to control the wheelchairs before we discovered how to track the real wheel. We used the existed hardware in the ETC – Myo Armband in the first week. Then we bought some Arduino gyroscopes & accelerometers to track our physical wheels in the second week. These actions reduce the risk of changing the platform!

## What's still a puzzle

*What did you discover this round that you're still wondering about?*

*What's your biggest uncertainty about what's happening outside the team?*

- How to find a balance between the fun of difficulty and the limited time for each guest during the festival.