

<b>Team Self-Critique</b>	<b>Score: 1-5** (low to high)</b>	<b>Plan to Address (or how it was addressed)</b>
<b>Major Issues Encountered*</b>		
Norms & values:		
- Team dynamics: conflict, leadership/control, communication	4.5	Overall fair democratic group
- Individual behavior/performance/participation	5	Everyone did fair share
Logistics: scheduling meetings, scheduling work	5	Very good communication via emails, texts, and meetings
Skills gap?	5	We learned about concrete quickly by talking to experts and as we went through testing
Project planning & tracking: unrealistic schedule, poor tracking, not proactive, no accountability	5	Everything was planned out well and was useful to keeping us on track
BOM: lead-time for parts, missing or wroing items (last minute), tracking orders	5	Ordered coconuts weeks before we needed them to make sure they were in on time otherwise no other items were really an issue obtaining
Testing: planning, resources, ownership, implementation issues, traceability to engineering requirements	4	Testing plan went well and only minor changes were needed. Engineering requirements were all very clear to what was being tested
Problem solving: no (or poor) system in place, poor tracking & resolution, ownership	4	Tracked pretty well, problem tracker spreadsheet was a great tool
System integration difficulties: subsystems work but not system, inadequate time	4	Because of curing time and limited lab time, inadequate time to test the handles
Demos: preparedness, participation	5	DC and imagine were a smash
Hand-off to Customer: readiness, customer satisfaction, documentation	5	Edge had 749 revisions, team thought edge turned out very nice
Technical paper & pPoster: ownership, rush-job	4.5	Split sections of paper in order to finish the large sections before the due date. Poster flows nicely and includes everything that we think is important. (Minus the EPA poster... whoops)
Project presentation: preparedness, participation	4	Presentation was relatively short and informative. Offered useful suggestings and plans moving forward.
<b>Self-Assessment</b>		<b>Comments</b>
Knowledge: Consider team members knowledge, and ability to learn tools, procedures, methods, equipment and materials.	5	LCA was a success considering it was a new software.
Technical: Consider team members technical competency within application areas required such as mechanical, electrical, software, etc. As necessary, also consider technical competency <i>outside</i> application area.	4.5	Adapted very well using materials that new to us at the start of the project.
Creativity: Consider the team members creativity with regards to contributions such as design, assembly, testing, debug, documentation, presentations, etc.	3	Kept it simple with Haitian users in mind.
Quality: Consider the accuracy and thoroughness of team and assess results in terms of errors, rework, and ability to complete tasks correctly the first time.	3.5	Thickness of the prototypes was one of our biggest quality issues that we tried to address using a thinner mold and stick markers
*Edit issues list as appropriate		
** Give your team a score on how effectively you dealt with the issue or assessed yourselves		