People generally demonstrated a good high-level understanding of testing, although it should be noted that whilst tests can help reduce bugs, they cannot ensure an optimal design. There was some confusion as to whether it was okay to change work in a sprint (which it isn’t, except for when there is an issue that would block other developers).

The reflective essays were generally attempted well, although it was common to neglect the part of the question that asked for comments on how the environment affected the experience.