

We overall achieved most of the goals we had set for our project based on what we initially planned. We ended up changing one of our features, choosing to add a filter by metrics rather than a commenting system. This ultimately contributed to our main focus of the app, metrics, so despite the change we still feel we accomplished what we had set out to do.

We as a team did well to adapt our project plan when provided feedback. Multiple times throughout the project timeline, we received feedback that led us to change our project plan and we seem to be able to quickly come to a consensus and redistribute tasks so we were able to finish check points on time while still maintaining focus on the key points of our app.

One area that we could have improved was how detailed our project plan was. There were a lot of tasks we missed or we may have been too general with that we didn't really realize until we were actually working on it. In the future, all of us would be better equipped to write a more detailed project plan since we better understand what goes into a project like this. However, despite missing some tasks initially, when we discovered additional tasks we needed everyone was willing to take on new tasks so the workload remained fair and everything got done on time.

Relating to the project plan, we didn't always follow the deadlines we had set initially and didn't always update the deadlines. This was a result of our design changing and us having to deal with unexpected bugs so unfortunately there were times that we had to finish stuff right before a deadline. Now we know to be more on top of updating deadlines and the project plan accordingly.

We as a team did well communicating throughout the project. We in general did a good job of communicating how work was going and if we needed help or needed to hand tasks off. We met regularly between deadlines and kept one another updated in between meetings through our group chat.

Shariqah:

I learned a lot about the design process in this project. I think the assignments gave a good introduction to design, but it wasn't until I started working on this project that I really understood all the processes and obstacles that come with design. I now feel more equipped to design quality products in the future and consider all the implications of the decisions I make. I also learned a lot about collaboration. Creating an end-to-end product with a team was a great experience, and I think it helped me improve my communication skills. Most of my projects have been done with people I already knew or involved a team lead. I really enjoyed working with new people who all had equal roles in the project and adjusting to their working styles and needs.

Kylie:

The biggest lesson I learned from this project is that there's always more happening behind the scenes than it seems like there is. There were a number of times where I wrote code that ended up being dependent upon other parts that I hadn't anticipated. This project was also great for me to learn how best to work within a group and good practices associated with shared code/deadlines that affect all of us. I also learned a lot about how basically every single component of a website is a design decision, even if it seems like a trivial one.

Noah:

I learned a ton from this project. Much of my work was surrounding getting the map itself and the pins on the map fully functional which was not something I was very familiar with. I was able to get it all working with leaflet and NodeGeocoder which was a great experience. I also had never worked with databases in this manner before so getting to create the user database was also a good experience for me. Overall, I think the project taught me how much work it takes to make a site like this from start to finish and that much of the frontend work is more time consuming than the backend work as it is much harder to debug.

Sam:

I think for me a big lesson was how iterative a process creating something like our app was. I think I'm more accustomed to much shorter term projects where you design for the first half and the second half is entirely dedicated to implementation whereas this project we constantly were rediscussing design and changing our design. I learned from this process the importance of being flexible and being more on top of design throughout each step.