

# Final Project Reflection

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## Project Implementation

Overall, our group achieved most of the goals we had set for our project at the initial stage. Core concepts like Fridge, Item, Friend are implemented with acceptable qualities. We also did well adapting our project when provided feedback. Many times throughout the project timeline, we received feedback that led us to change our implementations and we seem to be able to quickly come to a consensus and redistribute tasks so we were able to finish milestones on time while still maintaining focus on the key points of our app.

Though we hope that there was more time for the final project or we'd better manage the scope in the beginning or proposal stage of the project. We realized towards the end that our initial idea with all the functions we'd hoped the application to accomplish was a bit too ambitious - even though completing all would have made for a better user experience.

## Project Plan

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.

## Team Collaboration

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.

## Areas for improvements

One area that we could have improved which might save us a lot of time was setting consensus in the beginning of the project regarding how certain code should be written: such as whether to use a particular CSS framework, style guide, shared ui components, route design, etc and consistently keeping track of things we have written so that other teammates could easily reference, for example, middleware that might be shared across board. This time we also wrongly estimate the time we would spend on this project with such a scope. We should be having a better project prospect next time,

## Individual Reflections

Yingchen:

From this project, I really understood all the processes and obstacles of design. The biggest lesson I learned from this project is that there is always more going on behind the scenes than there seems to be. We always have to think more than we do. It is helpful to do a thorough project plan. Communication plays a critical role in application development. Some of your features will depend on some other people's code. You can't anticipate all of this, so better communication will help with process management.

Charles:

Creating an end-to-end product with a team was a great experience, and I think it helped me improve my communication skills.

Tiange:

I learnt a ton from my teammates regarding creating a full-stack application and how they'd approach implementing different functionalities. Understanding others' code and writing things as clean and standard as possible is super important in improving the quality and efficiency of the development of the project for the team. I also got a better understanding of how such an application comes to fruition all the way from initial design and some lessons learned in how to better manage a project within the given time and scope.