

Amanda Zhou  
GrubSplit MVP Reflection

None of us really had experience building an entire web app from scratch, so getting production ramped up was definitely a challenge for us. Matt was the most interested and took over the API section of the web app. Marcos had found our boilerplate code (which included the User model), so he began expanding the user model. I focused on the initial routing of the app. However, since I based my Fritter app on the sample Notes app, I had never really done routing (from scratch) myself. Figuring out the initial routing for the app (and what "hacky overrides" we needed while our database wasn't complete) was definitely a really big struggle for me personally. It was definitely challenging/frustrating to be figure out different aspects of the routing and feeling like I wasn't making any real progress as other teammates were making a ton of progress on their relative aspects.

Initially, we split up the project fairly simplistically - Matt focused on the API, Marcos focused on the user model, Jorrie focused on the subgrub model and I focused on the grub model. However, as we started working, Jorrie and I quickly realized how intertwined our models would be. Matt and Marcos were definitely able to begin producing working code very quickly, while Jorrie and I were not. Jorrie and I were given the least specced out part of the project, and the struggles we had beginning were very apparent. After clarifying parts of the project, we then tried splitting up the work based on web page or feature, building out the models as needed. An additional struggle for our group was figuring out Jade. Only half of us knew Jade - so our lines of work distinction blurred once again.

Overall, I wish we had spent more time flushing out our different aspects as a team before splitting up the project. There were a few moments where I felt that our team did not have a unified understanding of the product we were creating, which led to us backtracking a few times. Moving forward, I think that it's important for us to be more clear of who is doing what. While it did work for us to do whatever tasks were left (and we found interesting) - I believe this method made for a weird division of labor. Instead of holding people accountable for specific tasks, we just did whatever tasks we could, whenever we had time. While we had open communication about this division of labor, I feel that making it a bit more concrete will help in the final iteration.

One of the main things I took away from the MVP was definitely how much harder the product would be. I think a lot of us in our heads initially saw our product as a feature that wrapped around an existing food ordering service. This is why we had other parts of the product extremely scoped out. However, I believe we all discounted the difficulty of displaying a menu - a pretty core aspect of our app. But, we did make great progress in terms of what features are in our MVP, and I really do think we will be able to get a fully functional app by the final product (which is really exciting)!