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6.170 Final

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Grubsplit Final Reflection

Reflection

It was incredible to see our combined efforts come together and ultimately complete GrubSplit and use it to order food. I thought that we were able to work even more effectively in the second phase. This was achieved through better communication, mainly through Slack and peer-reviews of code but also while working together or meeting in person.

Takeaways

Our biggest inefficiency revolved around the relationship between actually placing orders and testing our website's flow and user interface. We couldn't get sandbox access for Delivery.com and had to use the production API that actually placed orders, but didn't realize how often we had to use this feature to test things (resulted in a last-minute scare when a bug surfaced). In the future, we should design our workflow around these issues and make sure we have sandbox or testing methods in place so we can iterate and test things more quickly.

I also learned that we can save lots of time and effort by clearly laying out specifications early on in the design process rather than figuring it out as we implement the application itself.

Peer Feedback

Amanda - Great job keeping the team on task throughout the project and focusing on the big picture.

Jorrie - Great job piecing together the menu interface and making it really clear what information your parts would communicate to the other modules, it made it easy for me to interface with the Delivery.com API.

Marcos - Great job making sure all the different pieces of the website came together and tackling some of the more difficult issues to make sure everything worked.