

Amanda Zhou
GrubSplit Final Reflection

This time, I think we did a nice job of working as a team. Since we had a better idea of what was left for us to implement, and how we wanted to split it, it was easier for us to keep track of each other's progress. With that, we were able to redelegate tasks or ask for more specific help as needed. Marcos did a lot of work right before the MVP was due, and we were more than happy to help pick up some of his work when he had a busy week due to tests and interviews. In general, Matt worked more on the Delivery.com API library (and the accompanying checkout page we needed to add). Jorrie worked on making our cart/receipt look much better. I worked on the payment toggle feature and all of the tests. Marcos was able to help all of us out on our tasks when we needed it, in addition to changes from the feedback of the instructors.

Our greatest challenge for the project revolved around our inability to test different parts of our website as thoroughly. Every part of the website (before actually placing the order) was easy for us to test. However, since we didn't have an account on sandbox, we could only test things after placing real orders. This made it hard to test features (like the payment toggle button) on production. Additionally, we dropped our database a couple times after making significant schema changes. While this was necessary, it made us lose the few completed orders we had.

The bottleneck of all of us being able to work on features pre-ordering, but only having limited access post-ordering made it hard for us to give all parts of our website equal attention. I think we discounted how much we would want to place orders (for a testing purpose) when planning our workflow. If we had realized how much we would want to debug different parts of the checkout flow (or would need completed orders), then we probably would have tried to reach out to the people in charge of the Delivery.com API to see if they could help us get our sandbox account working.

Overall, making GrubSplit has been a really interesting experience -- one that gets rewarded with actual food once we got it to work :) Even though we spent a lot of time planning what the design was going to be, I think in the future, it would've been valuable really scoping out the routing/API endpoints before turning in the design of our project. We had spent a lot of time scoping out the design of the website/what the flow should be, but during our design phase, we skipped over some of the more technical details. We did attempt to hammer those out before implementing, but the short time frame between design and MVP made it easy for us to justify diving right into coding. On the other hand, the differences in work flow between the MVP and the final version are another testament to how a more thorough understanding of the design can impact how the group operates.