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6.170 Fall 2015
December 7, 2015

GrubSplit Final Version Reflections

Peer Review

This past week I was very busy with other classes (3 psets, 1 test) and I had an onsite interview in California, so I was not able to put in as much work as my teammates, especially during the weekdays. During the weekend, I was able to contribute; I mostly worked on updating the model, fixing issues addressed in MVP feedback, and enhancing the restaurant search. Matt did the rest of the work needed with delivery.com's API to save addresses and payment options, and actually complete orders. Jorrie greatly improved the menu and cart display and as well as cart functionality (select items with price groups, option groups). Amanda worked on the testing the model and implemented the payment tracking feature.

Evaluation

We've made great progress since our MVP. Users can now search for nearby restaurants, start a group order (Grub), share the link with friends so they can add their own items (SubGrub) to the order, and actually complete the order. The user that created the group order can now mark off other users in the order if they paid or did not pay for their items already. Although our app is fully functional, we did not have enough time to integrate with Venmo so that users get charged for their items when a group order is completed (so they can pay back the creator of the group order).

Lessons Learned

The hour before the deadline, we completed a group order and the app seemed like it was fully complete. Unfortunately, the payment tracking feature didn't seem to be working and it took us a long time to track down the bug, causing us to submit our fixed version after the deadline. We did not anticipate this as we all expected this to be one of the simplest features we implemented. The lesson I learned this time was very similar to what I learned from the MVP; I should not so easily dismiss the possibility of bugs even in what should be straightforward code.