

Team Reflection - Team Mac n' Cheese

What we learned

1. How to work productively as a team by making key design decisions together and by planning our milestones before any implementation.
2. How to react and revise based on mentor and peer feedback.

What went well

1. Team meetings. Working physically together in a space helped make our communications, problem-solving, and consultation efficient.
2. We separated & organized the tasks well. Each member has a specific area they were working on (front vs. back-end, database, algorithm, features, etc).
3. We clearly defined the role of each file in our project, making it easy for teammates to code each other's code.

Areas of Improvement

1. We could have used more GUI libraries for our project. Noticed that some teams used Vue Bootstrap. That could have been useful when developing the calendar, though that came a bit too late.
2. The API code, and Front End code could have been specified more on a technical level (like what components contain what properties, and what APIs should take as input). Although code was documented well, we could have benefitted from more.

What we could do differently in the future

1. Done more user testing, the user interface was clunky at first, so a second revision was needed. The second revision took time out of things we could have been working towards.
2. In the future, we definitely would do more testing on our code. We already had tests, however, having more could give us more confidence in our application.

Overall we achieved our tasks & milestones as planned. If time permitted, it would have been great if we could perfect the app and ensure its usability by performing user testing over several days (since our app supposedly runs once per day).

Team Lessons

A key lesson learned by the team was to set up bi-weekly meetings to check progress from each member & discuss next tasks. It helped us stay on track, made sure we were on the same page regarding progress & design decisions.

Individual Lessons

Alexis - There were some things that I could have not foreseen when developing the front end, leading to some code being messier than I would like. Even on time constraints, I should aim to create good specifications.

Meryl - Specific to implementing log-in using MIT kerberos, I learned about how OAuth 2.0 protocol works and the authorization code workflow.

Vic - After working on the project, I realized that the design process is very important for a webapp. I also learned to work with a database.

Daniel - It was hard but cool going through many iterations and revisions of the project, but I learned that persistence pays off at the end. Also seeing how a webapp works from top to bottom is pretty neat.