● Final Project Overview and Team Retrospective

● **Please "Make a copy" of this google doc file for yourself.**
● **Submit into D2L with filename: *final_retro_teamxx.pdf* (This is a TEAM assignment).**

Congratulations!   It is finally time to tie all the pieces together for a handoff.

1. Project Overview

Include:
● App, in a nutshell,
● Describe your implemented MVP in terms of scenarios/tasks/user stories
● Provide figJam clickable link
● Provide trello clickable link
● Provide hosted clickable link
● Provide GitHub clickable link

App, in a nutshell:
- A mobile application that helps people needing medical attention find an emergency room, join a virtual waitlist, and write reviews about their hospital visit.

Describe your implemented MVP in terms of scenarios/tasks/user stories:
- If a user does not want to go through paperwork every time they visit an emergency room, they can save their personal information on the profile page.
- If a user wants to change their personal information, they can click the "edit" button on the profile page.
- If a user wants to find an emergency room nearby, they can go to the map page to find the closest ERs.
- If a user wants to join a virtual waitlist for a hospital, they can go to the information page of the desired hospital and click the "join waitlist" button.
- If a user wants to write a review, they can go to the comment section on the hospital information page and click on "write a review".
- If a user wants to save a hospital, they can click the bookmark button and find the saved hospital on the bookmarks page.
- If a user wants to see where they are after joining a waitlist, they can go to the "My Waitlist" tab to see the live status of the waitlist.

Provide figJam clickable link:
https://www.figma.com/file/ZrLGhCVn7EHt1Pyqua4rDh/1800-202310-DTC06?type=whiteboard&node-id=52%3A357&t=aoj90hJNNfPALbyH-1

https://www.figma.com/file/xsB3x1YN0HugNrbHT6svSS/1800_DTC06?type=design&node-id=0%3A1&mode=design&t=cOXODEvljeegQNz6-1

Provide trello clickable link:
https://trello.com/invite/b/bjGyknM5/ATTI9821340c1c739f3e07ccf1bdfdc52d8139BD6B2A/helper

Provide hosted clickable link: https://helper-ccbc4.web.app

Provide GitHub clickable link: *https://github.com/hpang19/1800_202330_DTC06*

2. UI/UX Considerations

Discuss 2-3 of your prototype iterations (showing images).
Discuss reasons for changes **in the context of design principles**.
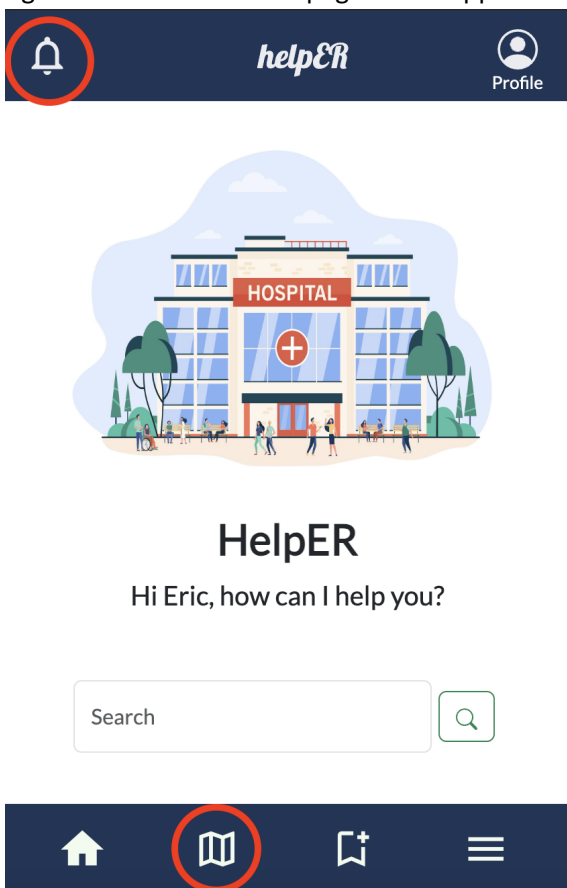
Figure 1 shows the home page of our app

Figure 1 - home page

For figure 1, we tackled the issue of matching between system and the real world. We realized that users expect to find certain features in specific locations. If a feature can't be found where users expect to find it, users will be confused.

Originally, the map button was located to the right of the magnifying glass. Because it was next to the magnifying glass, its function was unclear to users. Some users would enter a keyword and click on this button to search the map directly. As a result, we moved the map button to the footer to make it clear to users that the map button is a shortcut to the map page.

The bell button in the navbar, which shows notifications to users, was initially in the footer. Some users found the function of this button unclear. We realized that users expect to find the notification button at the navbar, so we moved the button to the navbar.

Figure 2 is the page that prompts the user to enter their personal information, including medical history.
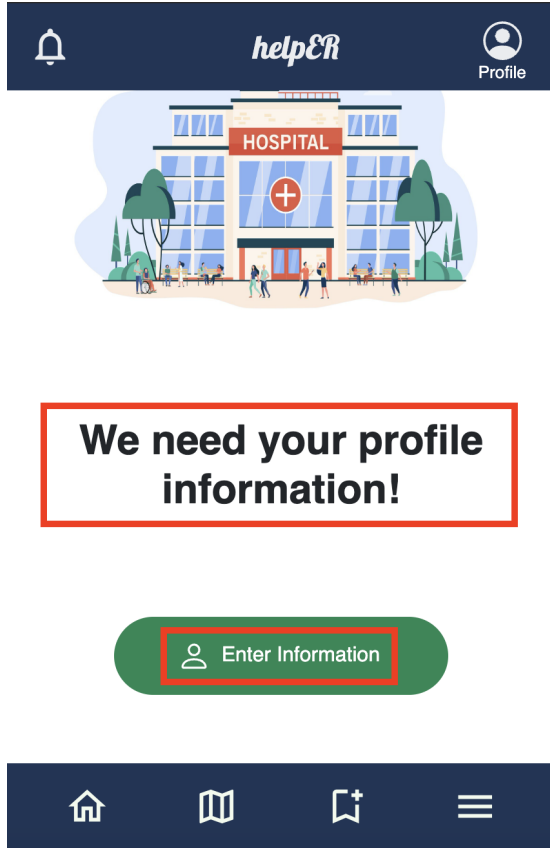

Figure 2 - prompt user to enter personal information

For figure 2, we tackled the issue of visibility of system status. We realized that if the status message is not specific, it will confuse the user.

The original message on this page was "You haven't registered yet!" with a "register" button below the message. When the user first creates an account, they don't need to fill in their personal information. As a result, we prompt the user to save their personal information before using the main features.

However, users found the word "register" unclear, because they had already created an account. The word "register" didn't inform users what they were registering for. As a result, we decided to change the wording to "We need your profile information!" This informs users that the app requires more information from them to access its main features. The "register" button was changed to "enter information" to make it clear to users the purpose of this button.

Figure 3 is the page that users are prompted to fill out before joining a waitlist.

Figure 3 - prompt user to input information before joining waitlist

For figure 3, we tackled the issue of flexibility and efficiency of use. We realized that the system should provide shortcuts for users to skip time-consuming activities.

Initially, users were asked to fill every single box from a long information form, which was inconvenient. In order to accelerate this process, we took the profile information and used it to auto-fill most of the information. This sped up the process so that users can quickly join the waitlist.

3. **Retrospective**

As a team, and individually, reflect on this project experience.

- What went well
- What didn't go well
- What did you learn
- What will you do differently next time
- If you could change a few things for your current app if time permitted, what that would be

Team reflection:

From start to finish, the team was collaborative and made sure that everyone was on the same page. For every sprint, we made sure to start working early so that we could have plenty of time to debug before the deadline. When splitting up the work, we made sure that each member took charge of tasks that played to

their strengths. As a result, we were able to respect each other's work and did not have any disagreements throughout development.

There were times when we struggled to manage our time because we spent too much time discussing how we wanted to implement the code. There were also times when we would leave work until the last minute. We learned that communication is key. At any point, it is important to make sure that all team members are on the same page, so that we can help each other out when things are not going well. It is important to address an issue as soon as it occurs and not leave it for later.

If we had more time, we would like to web scrape the live wait time data for every hospital. We would also like to allow hospitals to respond to reviews so that it shows users that the hospitals are taking the feedback seriously. Lastly, we would like to improve the look of the pop-up window and make it consistent with the app as a whole.

Individual #1 reflection: Eric Kim

I was incredibly fortunate to have team members who were willing to help out whenever I would come across issues during the coding process. Regarding UX and UI, they were receptive to my feedback in situations where I suggested making changes. They were also proactive and made sure to start working as soon as possible, so I was able to stay on top of my tasks.

There were times when I would struggle with the coding part and I wasn't able to understand all of the code that I wrote. Although it would have been beneficial for me to go over all of the code step by step to understand exactly what I did, it was more important to finish the task before the deadline. Also, it was difficult for me to offer any valuable input throughout the coding phase due to my inexperience. I don't think I was able to give the same amount of support that my team members gave me.

I learned that it is important to start tasks quickly in order to stay on top of tasks. Once I've finished the work itself, then I would have time to improve the quality of my work. I also learned that it is important to communicate with team members at all times. If there is an issue that has to be resolved, it should be addressed immediately, so that it doesn't become a bigger issue as time goes on.

Next time, I would like to take more initiative in the development of a project. I believe that as my skills develop over time, I will gain confidence to provide valuable input as well. I would also like to provide more support for my team members. Since this was my first group project in programming, there was a lot of trial and error involved. Now that I know what to expect when working in a group, I believe that I will be able to provide adequate support in my future projects.

If there were more time, I would like to implement a feature that enables the ERs to respond to user comments. The hospital needs to show users that their opinions matter. I would also like to add a share button on the hospital page, so that users who want to share the information of a specific hospital can click on this button to do so.

Individual #2 reflection: Hsin Pang

I contributed as much as I could to the product and tried my best to improve any features we could think of. Since I learn coding a little faster than my team members, I provide assistance in coding when they need it. Since I don't have javascript and HTML experience, the code is not as clean as I want it to be. Since I didn't keep documenting the code as I wrote them, I needed to do them at the last time which is painful.

I learned that as a programmer, planning the code structure ahead is very important. Following the steps from the lecture notion taught me a good coding flow that I can apply to future development.

I will document my code as I write it to ensure the cleanliness and clarity of code for other developers to refer to.

I would like to improve the style of the pop-up window, as it is the default style, which is ugly. I would also want to add a filter function on the main page, so users can filter for certain criteria such as "open now", "within 5km", or "shortest wait time" if time allowed.

Individual #3 reflection: Misuzu Taniguchi

I communicate with team members very often. I managed the time and due, so I made an effort to finish all of our tasks in time.

I didn't have coding experience before, so it took more time to finish my tasks than I anticipated. So, I underestimated the time to finish each of the tasks. Also, the planning part was not enough, so we needed to change some design from the wireframe or the wireflow.

I believe starting tasks earlier helps me to finish all the tasks successfully and efficiently because I will have time to ask for opinions or help others when I want someone else's point of view or when other members get stuck on the task. So from next time, I will dig in my tasks earlier and try to make more time to help each other.

I would like to web scrape the wait time from the Vancouver wait time website so that users can know the live wait time.