

6.170 Project 4 Team Reflection

Many things went well throughout the entire development of the project. Our project was always in a presentable form at each checkpoint, and while we faced our fair share of bumps, the final product did turn out to be exactly what we set out for. This was only possible by maintaining mostly open communications. We were not afraid to ask for help or ask another teammate for a feature that was needed. The sessions where we physically worked together were also very constructive. We also learned how to move forward after unexpected or undesirable events.

Some aspects we could have improved upon would be better time management from specific members of the team. This could have been achieved with more meetings with the whole team throughout each phase of the project instead of just one long meeting at the end of a phase. It would also have been more ideal to not have integration fall completely on one person, although this is a tricky problem given how we divided up the work amongst the team. An approach that may have been helpful in this regard would be to place TODOs in noted files, marking exactly what others should do in order to integrate with the file. However, regardless of these possible points of improvements, the project did get completed.

One thing we set out at the beginning to strictly avoid was picking a project that would end up being way too much work, such that we wouldn't be able to do a good job on it. The idea we picked ended up being too narrow in scope; when we started revising our MVP into our final design, we realized that we had already filled our purposes and didn't have any major features to add. In the future, we would be willing to take on a more interesting, intimidating problem, and learned during the design and MVP implementation what would ultimately make it into the product.