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Team L Project One

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OVERVIEW

The scope of the project was to create an application for a client, a.k.a Professor Thiruvathukal, that would allow for him to extract mentions, keywords, and other useful data so that he could better organize his notes.

CHALLENGES

This project had its fair difficulties. The first challenge was implementing regex, we both had limited experience with it and it would require a couple hours of practice. Another challenge was figuring out unit testing within python since previous professors have only mentioned it. Other challenges were planning, work-splitting, and trying not to break each function while coding.

TEAMWORK

Regex

The group was mixed in terms of regex experience. Sebastian had no prior experience using regex and Cat had experience using it with a web scraper. Cat created several of the simpler regex searches at the beginning of the project and Sebastian took over and created the rest.

Pair Programming / Cloud9

With the workload clearly split in ZenHub and in chat discussions, pair programming in a shared workspace on Cloud9 was an excellent method for collaboration. There was a downfall noted later however: because the workspace was created by Cat, it would appear as though the entirety of the commits were coming from her regardless of who was logged into the space and making changes.

Communication

Methods of communication:

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- Slack
 - Trello (briefly, discontinued)
 - ZenHub
 - Cloud9
 - Basecamp

Cons with communication:

- Slack and Basecamp were both inconsistent at notifying both of us about new chats.
- Trello did not suit our needs very well, which is why we shifted to ZenHub to assign and discuss issues to work on
- Cloud9 does not allow for sending screenshots, so discussing code results resulted in flipping back and forth between chat platforms

Pros with communication:

- Communication lines stayed open and at no point were we 'searching' for an AWOL teammate.
- C9 has chat right next to the code editor
- Chat messages function much like post-its; we would write things we expected the other to see when they got back online/into the workspace.

Afterthoughts

Some things that we could have done differently to save time and energy:

- Question the client more and ask for what he or she wants from the code, creating user-stories and maybe test screens would solve this. (Just need to make sure the client doesn't ask for too much)
- Spend a bit more time in the planning phase. We had a decent outline and knew where we wanted to go, but a more detailed plan would have saved us from reorganizing and scrapping some bits of code along the way.

End Result

The end result is an application that can grab all the information that the client request and organize it in a way that is understandable. The extra results that were gain are better teamwork and communication skills which we personally think are the more important the final code submitted.

Other useful screenshots and diagrams can be found on our Group in BaseCamp!