Team 27: Raccoon Bytes

Team Members

Anvitaa Sekhsaria: Designer, Developer

Chad Wall: Build, Testing

Katie Hsieh: Designer, Testing

Mingyang Wang: Developer

Nirmal Agnihotri: Developer

Ruisen Huang (Ray): Developer

Tsun Wai Siu (Ron): Developer

Varun Singh: Lead, Build, Testing

Zihao Kong: Lead, Testing

Product Tour

https://zihaokong.github.io/cse110-w21-group27/

- Add a task, Delete a task, Edit task
- Drag and Drop
- Start Timer
- Distraction / Fail the Task
- Header
- Short / Long Break
- Info Button
- Stats Page

Retrospective

Challenges we faced

- **Architectural planning** was more difficult at the start when we had less technical background knowledge, such as custom components

- **Adapting** to changing design requirements

- **Keeping track of progress** in the beginning was difficult because issues were not being updated or tracked frequently yet

- **Handling uncertainty**, such as with requirements and testing

- **Getting unit tests to work** because a lot of the JavaScript was developed before the tests

What we overcame
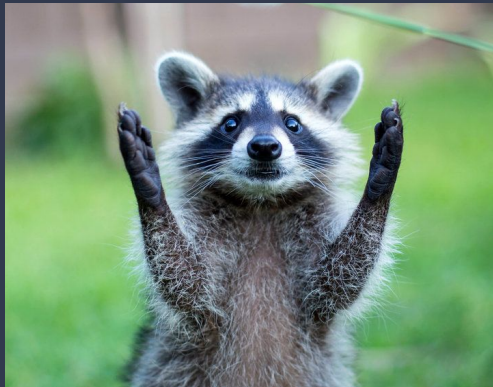
- **Refactoring!**

- **Getting every aspect of the project to work with one another** – the different aspects of the pipeline, testing, design, and development

- **Keeping track of everything that needed to be completed**, such as team assignment deadlines and issues

- **Following the agile process** while also working on the code/product

- **Workarounds for some limitations** that existed when using plain JS and Shadow DOM

What we would do differently

- **Make smaller merges** to main by maintaining a different branch for every feature

- **Develop more documentation** in an agile manner

- **Plan code structure more** before coding so less refactoring is needed

- **Plan out the architecture** more at the start (such as how variables are stored in local storage and how different components interact)

- **Consider single vs. multi page app**, possibly implement everything on a single page instead

Advice

Advice for the next students

- **Exploratory coding** is really helpful to know the viability of certain features (ex: our drag and drop)

- **Testing** can be a pain to set up, but it helps with verifying that new updates do not break old functionality

- **Being consistent** with our work and goals helped us make steady progress

- Having comprehensive, detailed **design mock-ups** in the beginning helps to avoid confusion among team members

- **Weekly group meetings** to discuss progress and assign tasks for the next week

- **Meeting in small groups** or **pair programming** to discuss and work on features is also really helpful for productivity

Thank you!