

Individual Insight Report

There were many crucial insights I learned from this class. I learned a lot about time management, what it means to create a product from scratch, and oftentimes the problem takes a lot more time than expected. Many times we think that working in groups is a lot easier because you can divide up the work but when you are given the independence to divide up the work on your own and are evaluated as a whole, it introduces a lot of difficulties that I didn't originally expect. I think our whole team by the end learned a lot about what we were each individually good at and capitalized on it to create a really cohesive product but it took a lot of time to get there. I think the most important thing to ultimately reach this point was to emphasize individual roles. Instead of dividing it up by feature, we realized that dividing my infrastructure was a lot more efficient. This was because if we needed it by feature then we would delay any integration until the very end and this decreased teamwork and also led us to not communicate as much. If we divided it by someone doing backend, someone doing frontend, someone doing design, then we forced ourselves to constantly integrate our parts together at every step so that every group member knew what was going on the whole time. I think it also made the debugging process a lot smoother because other people's components weren't a black box most of the time but we all knew the entire pipeline. One thing I think we could have improved on was estimating how much time each part was gonna take. I think our group in general went into the project thinking that it would be very simple but we ran into so many difficulties that our timeline got totally messed up and we needed to cram more. Our initial customer interviews were very delayed which was a huge mistake because it led us to make a pivot in the middle of the quarter rather than earlier. We were so confident in our idea that we felt like it wasn't that necessary and started building parts of our product even before confirming that it would be something viable. Thus, we wasted so much unnecessary work and ended up needing to change our whole idea midway. I think we often over prioritize the importance of coding and underestimate how much it takes to actually come up with a solid idea and validate it. We definitely rushed the second part and ended up being punished for it later in the project. I think overall 224g was such a great class as it really forced us to take a product from start to finish. The process is really difficult but having it in a class structure led us to constantly push through the barriers rather than just giving up. I am really proud of what we were able to create and now it really opens up what I feel like I am capable of creating and inspires me to start new projects and persevere with them.