



Check Your Bias

What we learned



Focus on One Phone OS at a Time

- We ended up dropping support for iOS
 - Requires Mac ecosystem, xcode which few developers had
 - Could not easily deploy to iOS device (e.g. via sideloading) to test
 - Many nuances with Phonegap
 - Ultimately we dropped supporting it and focused on the Android experience

Firestore Complications

- We ran into some testing issues because we set up our database in to support arrays which were difficult to keep up in Firestore
- More research into Firestore would have been helpful to avoid this in the future

Integration Between Major Components

- We found that although development of independent components was easy, integration was difficult. Multiple things helped smooth this transition:
 - Planning interfaces before hand
 - Unit testing
- Even though unit tests were written for expected data, the production data was not necessarily an exact match

Unexpected Back-end Functionality

- A key reason integration between the modules was difficult was because the back-end team needed significantly more functionality than initially expected
 - Needed to work with both teams to figure out what extra functionality was necessary
 - Initially expected command line to approve issues, but needed a way to do it within the app

Facebook Authentication

- Facebook authentication on a device (e.g. a physical phone) has a different flow than on the web due to oauth redirect
- Facebook requires applications to be published before any user can authenticate, thus while developing each user must be added to our Facebook app through their platform
- It is difficult to test integrations with a third party system like Facebook because you need a real account to test the entire flow
 - Solution: create a fake user in the database and pretend that Facebook authentication always works