

TeamWork Reflection - Victoria

Peer Review

Angela:

Angela was great at directing design choices and finishing the features she was assigned to. The feature she implemented with Crunchbase was particularly impressive and brought the 'search' feature of our application to a whole new level. However, her code can sometimes be messy (in-line styling for example), which meant time needed to be spent refactoring towards the end of the project.

Julianna:

Julianna was very on point with what needed to be done and was motivated to finish features early on. Working on discussions/comments was hard, but Julianna was able to manage the complex relationships and created a well functioning discussion system. However, her meticulousness meant that her features were pushed out slower than we would have liked.

Evaluation:

While our team had a slow start with a very basic MVP, I felt that we picked up our pace towards the second week of the project and pushed out a product that had the majority of our intended features implemented. We had a lot of functionality early on, but neglected to focus on minor details until later. What this meant was that a lot of time was spent trying to wrap up and polish the multiple features we had previously implemented. While this may not necessarily be a horrible thing, this meant that we were sometimes unsure of our progress and the amount of work we had left to do. We worked well together and were not hesitant to point out flaws in coding and design choices.

Lessons learned:

- Write tests first!!
- Features were completed a lot faster than I expected, so it's better to be ambitious (don't underestimate teammate's ability)
- It's hard to create a feature with multiple people without a very detailed design document, and time is wasted asking why __ does __ and why a certain design decision was made.
- Coding together is a million times more productive than coding alone, especially in the initial stages of creation.