# **Reflection: Julianna Mello**

#### **Peer Review**

## Angela:

Angela was an amazing team mate. She lead the team with extremely impressive technical skills and could always be turned to with any decisions that needed to be made. Angela is not content with 'good enough' and worked extremely hard and long hours to make the project a success. The only thing I might have to say is that Angela is very gentle in her interactions with the team. I feel that she may take a lot on herself and could delegate a little more through more firm and candid discussions.

#### Victoria:

Victoria was also fantastic to work with. She was responsible in completing all her work and went above and beyond to implement some very cool features. She also never had a negative attitude. However, it was difficult to get in touch at times, though this was largely due to Victoria's time intensive involvement with Dance Troupe.

## **Evaluation**

Our meetings were highly efficient. Through our designing and hacking meetings, we managed to make a lot of progress. However, towards the end of the project, we did not have specific times set and it was difficult to get in touch with everyone and get together. I also feel that we could have been a little more specific in defining work to be accomplished. I feel that I did finish what was assigned to me, but that there was much more to be done and I was stuck between having done my work and feeling like I had not done enough.

### **Lessons Learned**

- We failed to to abide by test driven development. This caused much frustration at the end of the project. A very important lesson learned was that testing is a huge pain and that if you are going to bother doing it, you should do it right. However, I do not feel that I gained that much from testing as I
- Don't underestimate how difficult it can be to deploy to Heroku. It was extremely stressful to have errors immediately before the project pitch.
- On a similar note, respect deadlines and don't overestimate the amount of time it will take to finish something. One hour is almost nothing when you have a bug that you simply can't figure out.
- I could have greatly benefited from TA office hours. I did not understand a lot about testing. The resources were there, but I relied too much on my team and was very unhelpful in the end.