

National Badger Reflection

Evaluation of project from team planning perspective

This project gave us a lot of practice in managing a team and working around the schedules of our teammates. If we were more familiar with the software tools we were using, we probably could've done a better job with knowing how long certain tasks would take, and which tasks might be more challenging to do. We didn't really know a good way of splitting up tasks.

We met most of the milestones at the times we wanted throughout the project. It was good that we built in early, internal deadlines compared to the course due dates. This gave us some flexibility when bugs came up or when components were harder to implement than we thought they would be when we initially planned.

We split up into two mini teams where Val and Karleigh took the backend and Denis and James took the front end. This was maybe not the best idea since we had to do a bit of waiting if we needed something finished from the other team. We agree that we should have front loaded more.

Summary of key lessons learned

- Not knowing what to Google for is sometimes the hardest part
- Having a thorough conversation about working styles and expectations was useful
- If we had all worked on the backend and then all worked on the front end, we would've all had an easier time understanding all the code (which would've saved us a ton of time toward the end of things)
- We should have thought about the design more — there turned out to be a lot of things we didn't consider
- We had a hard time understanding just how much work we needed to do at any given time