ImHungry Final Reflections

What went well:
- Our end product turned out awesome. It was exactly what we had initially envisioned, down to the fairly ambitious UI and search functionality. This is a product that we will all truly be using even after the class has completed and that we are extremely proud of.
- We were able to execute all the features that we had planned. Though we improved and changed things as we went along, we found that what we ended up with was the most intuitive functionality, and everything worked as expected.
- Near the end of development we were able to communicate very well with each other and search for bugs. Group members stepped up to tasks that they weren't necessarily familiar with during the last minute crunch to perfect the functionality.
- We split up the work very evenly and everyone delivered on the portion of work they were assigned, even if it was something that seemed daunting at first and wasn't something they'd ever done before. Everyone made sure the portion of work they were responsible for worked flawlessly, and people were vigilant in finding bugs and fixing them.

What could have been improved:
- We definitely could have improved upon our time distribution. Oftentimes we worked better when we were together so it was difficult to find times when we could all sit down and meet but we did end up doing a lot of things last minute the day the project was due. I think if we had tried to rigorously test our product the day before, it would have drastically reduced our stress level.
- We could have also better planned out routes/controllers for javascript. We often ended up using a route for multiple purposes. This meant that one person had to modify a route that somebody else had created to serve their specific functionality. If we had better planned out how the routes were to handle the flow of information, I think we would have done much better in terms of making it work the first time around instead of doing a lot of debugging. We had a very similar problem with all our controllers so as to make sure every page had the amount of data necessary to perform different functionality that different people worked on.

What we would do differently in the future:
- In the future, we would write a more detailed plan in the beginning. As our project progressed, certain broad features turned out to have more challenges than were initially anticipated. By clearly detailing the features of our product at the beginning and how they should work, we can avoid last minute changes in functionality.
- We would write a full testing suite early and then continually test often. By maintaining a testing suite, it would be easy to make sure that changes in one section of code do not break previous, already working sections.

- By writing specifications and predetermining the interfaces of the interlocking models and pieces, we would be able to save time on making sure different sections written by different team members properly interfaced.
- Writing out a concrete list of deliverables would facilitate the checkoff process, making sure we had all items properly submitted at the specified due dates.