MVP Reflection

Peer Review

Like stated above, in my opinion, our group is functioning together very well. We divided up the different tasks approximately equally and everyone has delivered what they were assigned. Isabel really impresses me with her skill and knowledge in recipe mining and UI design which are not covered in the scope of this class. She took care of the data mining portion which none of the rest of us had experience with. She also helps me debug some issues that I have too. Lily did the bulk of the Pantry work and helped with making the UI look great. Again, I have little to no experience with UI design and good UI implementations so I am very grateful that she and Isabel were able to do this. Again, during our group work sessions, I can always ask her questions when debugging my own parts and she will help if she can. Nadia was in charge of the account creation and management section and implemented the bulk of it. She was super flexible in taking in our input for changing how the User model was structured (even when we changed it from one form back to what she originally had). She also helped with debugging our model and database backend code that was not part of her official assigned task, so she was willing to take on tasks to help others with their assigned parts too. Overall, everyone delivered on their assigned portions and also offered help on portions that were not assigned to them. The only non-ideal part (if I have to choose one) is that it's very difficult to coordinate people being together, causing us to have to work super late into the night on occasion. However, I believe we are doing the best we can.

Evaluation

I think our project is going spectacularly. For our MVP, we planned to have the heart of the application, the recipe search by ingredients, implemented. Everyone delivered on their assigned tasks AND we started on improving the user interface, which looks great. We are following our timeline and have had no issues with encroaching deadlines. I believe that we plan well and distribute work evenly.

Lessons learned
1. It's easiest/best to work when we are all coding physically in person because all of our pieces interlock, so it's much more efficient to be able to communicate directly with the group when there is something that might overlap.
2. Definitely ask another group member when you're stuck on a bug because sometimes they have also seen the bug before or something similar and can quickly suggest a way to fix it
3. Be super clear when describing your idea or task to another group member. Something that seems obvious to you may not be as obvious to another and your meaning might be misunderstood.