Team Reflection
JuiCy buNS

What went well:

Tripmates turned out well in that we were able to successfully build all the key features we wanted our app to have. For instance, some of these include sharing and editing the same trip, creating activities (with places, open hours, being able to vote on them, sort them), having a calendar to be able to view events created from activities, and having a map to see where activities were located. We also touched up our UI to make it as user friendly as possible and aesthetic.

Improvements / for the future:

If we had time in the future, we would want to look into sockets to solve concurrency issues. Since our app is for collaborative travel planning, we want each user's page to update whenever another user updates something on the same trip. We currently refresh the page, but this caused issues like forms resetting inputs everytime the refresh happens. There were also some additional features that we thought would be nice for our app to have, although they weren't the key features, for instance, having profile pictures for users, and being able to see when users were online.

Project Evaluation

From the beginning, we decided to front-load our implementation tasks. We quickly implemented the core functionality of our app, so we could easily add on additional features later. This ended up working out pretty well for us, and during the last couple weeks of the project, we had the leisure to decide what we wanted to implement and when. We also divided tasks efficiently, so that we could each work on our own tasks independently for the most part. However, we still had very good communication about our progress and the code, which helped us function smoothly as a team.

What we Learned

We learned several valuable skills through creating our Tripmates app. We learned the process of planning an app, from creating data models to making wireframes, which helped us give a strong base for building the app. We learned how to break our project into milestones, dividing tasks amongst each other, and how to set priorities on what was most important for our app. We also learned how to comprehensively test our app, and evaluating heuristics to improve usability.

(Individually)

Janice: I was able to strengthen some skills I learned in 6.170, learned more about React through my teammates, and how to really plan a project well (writing out and designating goals and tasks, effectively communicating with team)

Cynthia: I learned how to communicate better with teammates, how to prioritize tasks, and how to handle the logistics of an React + ExpressJS app from initialization using create-react-app, to deployment using Heroku.

Nancy: I learned that effective communication is key to a successful team project. I learned how an application goes from ideation to implementation and was able to improve my skills in using React.

Sophia: After this project, I think I really understand what a well-functioning team looks like. I feel more confident in thinking through the logic of the back end of an app, as well as in designing an app with concrete objectives and principles in mind.