

We think that our prototype turned out decently. Though it was far from having all the features that we set out to create at the start of the project, it has a lot of the basic features that we wanted to have and has some good structure behind it that will be easy to flesh out in the coming weeks. We were able to get most of the pages we wanted to have up and figured out that leaflet could be used for the maps (which was a concern because map implementation is scary). We are still having trouble getting some of the backend business working but a lot of that is due to technical issues with SQL and we believe that once we have that up and running things will run more smoothly.

Our main pre-mortem resolutions during week one were to have bi-weekly (as in twice a week) meetings to discuss project progress and to use branching and a “git czar” (Sunshine) to prevent merge conflicts and assist with git troubles (or just learning how to use git). We stuck to these pretty well. We consistently held biweekly meetings and always had a good majority of our group show up. We will admit that sometimes these meetings were not as productive as they could have been as occasionally we would have up to three members missing due to personal issues or other unavoidable conflicts and because we may have gone too easy on holding ourselves and each other to deadlines. The git stuff worked out pretty smoothly, and we learned enough that it will be still easier in the future. We all worked on branches and the merge conflicts we did have were eventually resolved (sidenote from Sunshine: I uh. Learned a lot about how to resolve merge conflicts on the command line. Scary stuff.) While we upheld our resolutions pretty well I think we may need to make some changes because they did not really get at the issues that we ran into. Our main issues were probably procrastination and technical issues which we did foresee as issues but did not really come up with a plan for. We really need to hold each other more accountable to due dates for features we want to work on. Technical issues were a

problem honestly to a degree beyond what we could have foreseen because a large portion of the group were struggling with issues that should have been resolved in assignment 1. We believe that resolving our procrastination issue will help us with the latter issue as it will force everyone to get more up to speed on the technical stuff so we feel less like we are dealing with it last minute. We should also be committed to help each other with these issues, and the people who are further ahead should try to bring those who are struggling with socket issues and the like up to speed.

In the remaining sprints we would like to have more attendance at our biweekly meetings and try to stay more on top of deadlines instead of being so lax with ourselves and each other. We would probably be doing so by taking a look at our current work velocity and be aiming to increase by a point or two. Depending on how we feel about load, we might adjust accordingly, but the goal is to be constantly observing ourselves and each other and hopefully increasing the work velocity. Obviously, this should be done while still staying in understanding that all of us have lives and issues outside of the project. We would also be posting (and responding to) more of our technical questions in the questions channel of discord. Although we have been communicating well within our own group, we realize that many times what we can do ourselves is limited, therefore it would be beneficial to use the questions channel as a resource (of course, after doing some research on our own). We do hope, though, that we will just experience less technical issues in the future ToT.

Good, Bad, Better

Sunshine

- Good: I liked that we did biweekly meetings and I think that was a good number of times per week to meet. On a personal note I am really happy with my teamwork and leadership skills on this project, because those are areas I have been wanting to work on and I think I stepped up
- Bad: soooo many technical issues. I also felt like we all (myself VERY MUCH included) procrastinated way too much on this project. I think that what happens in group projects is everyone thinks “eh, someone else will do it” and then nobody does. It’s a tragedy of the commons/prisoner’s dilemma type situation.
- Better: We need to be working on this more consistently, not just when we have an impending hard deadline

Tess

- Good: One thing I feel really happy with is my understanding of the setup of a Ruby on Rails project. When I first opened the project I was very overwhelmed by the amount of files and abbreviations present. However, I now feel like I understand what each section of the project does and how they are all connected, and feel confident in making the correct files and additions needed for whatever I am doing.
- Bad: I think just learning and using Ruby on Rails was a major cause of frustration. We are still having group issues with syncing git and loading, and I have had issues with implementing new things. I do also think we didn’t do great communicating about what things had to be done when, which I think is in part we didn’t know how to do those things or in what order we had to do them or how long they would take.
- Better: I think in the future we need a better plan of action. I think going into this sprint we didn’t know exactly what would need to be done in what order, and between that and being very new to Ruby on Rails it held us back from doing as much as we wanted to. For example, we assigned each other different pages to make, but these pages linked to the pages others were making which means that none could be connected until the end. I think this along with better communication overall will help us overall. I also want to do more work learning Ruby on Rails

Angela

- Good thing: So far, the group has done a pretty good job at assisting each other with issues they’re experiencing and communicating what they are currently working on.
- Bad thing: the group seems to be experiencing a lot of technical difficulties with getting Ruby on Rails to work. Some of the issues have been pretty hard to troubleshoot and require further assistance.

- Better thing: The group has been doing a pretty good job for everything so far, but being on top of future deadlines so we're not in as much of a rush to finish would make the development process smoother.

Catherine

- Good: I think we did really great on the communication aspect and we've been pretty good at reaching our goals. I am also pretty happy with my current contributions to the team as a whole.
- Bad: I don't specifically think that there were any bad parts, aside from some technical difficulties that we've been experiencing
- Better: personally think it would be great if we could increase the work velocity a little, but also I realize I have a habit of overstressing things. Also, would it be possible to schedule group meetings with Prof. Johanna? There are times that each member is stuck on a small minor technical problem and it would be great if it is possible to have it fixed all in one setting instead of waiting for each person to schedule and individual time

Talia

- Good: I really appreciated how willing people were to volunteer to do stuff.
- Bad: We had a lot of technical errors that took a long time to resolve.
- Better: If we'd done the rails training earlier in the semester, we could have started earlier and/or had time to do the ruby training too.

Megan

- Good: I learned a bunch about how to make logins and registrations with Ruby on Rails! I feel like I understand the process very well now (although there are several ways to go about it)
- Bad: This afternoon I pulled/reset the folder in my computer (which I probably shouldn't have) and now I can't get to working on the databases. Technical errors were very annoying.
- Better: Once I get things back to normal I can begin coding again. I wish I was more fluent in Ruby on Rails...even though it wouldn't fix everything it could be useful right now