Deborah Chen, Yi-Shiuan Tung, Dwyane George
6.170 Final Team Reflection
Team r2

What went well?
- Agreed to chose a project relevant to students at MIT that we were interested in working on
- Effectively used TA meetings to get feedback on all aspects of project (design doc, feature set, etc)
- Division of labor
  - Discussed what each person will work on beforehand so there was no duplication of work
  - Group planning meetings were highly efficient
  - All team members worked on the front end (views/UI) and the backend (controller and model) for both the MVP and the final project
  - Uniform distribution of labor
- Team dynamic
  - Felt comfortable asking other team members for help to get unstuck
  - Members received support from each other when problems arose
- Each team member reviewed most of the code written by others and gave constructive feedback

What could've been improved? How?
- At times, people checked in broken code into master
  - Could have been fixed if code had been tested locally, especially after merging master into a dev branch
- Difficult to track progress of team members
  - Commit more often to allow team members to check your progress
  - Reply to messages promptly for updates - don't rely only other team members for constant reminders
  - Openly communicate progress and when problems occur
- We underestimated the amount of time the UI would take
  - Start early and follow the design on the wireframes
  - Discuss your designs with the whole team before coding it to avoid changes after the fact
- Could have spent more time coding together, as opposed to just towards the end
  - Should have stuck to the original plan to code together every week
  - Arrange new times if people are busy
- We were overly ambitious about the features we would implement
  - Require team members to honestly estimate the amount of time each feature would take and update others if you are unable to finish
  - Reduce the feature set as soon as it becomes necessary