

Iteration 3 Evaluation

Progress is continuing to be made throughout the iterations. There has been some miscommunication between team members, as well as some absences that haven't been noted in the communication channel that was made for them in the Discord server that we made. However, team members are starting to get the hang of how everything fits together in the overall project and are actively working toward learning the tools necessary to complete their assigned components. As far as work on the actual project goes, we're finalizing the theme and have created the skeleton upon which the components will sit and communicate with one another. We've also begun work on the components themselves -- so far, we've added the barebones for the Login, Register, and Dashboard components. Within the Dashboard, we've begun work on the transaction system, and are at a point where we can begin implementing the business logic (sorting, viewing, and adding transactions) in the next iteration. We've also finished setting up Firebase (our backend) and are currently working on the authentication and user services. Once complete, we'll be able to begin writing unit and integration tests for our components and begin work on the transaction functionality.

All-in-all, this was probably our most successful iteration by far, as far as progress on the actual project goes. The past few iterations were pretty documentation heavy, with little in the way of actual coding, and I think it may have sucked a bit of energy out of the room. But, with this iteration, we're starting to pick up steam and we're excited to keep it going.

What Went Right:

- We made more progress on the actual project in this iteration than in the rest of the iterations combined.
- Team members are re-focused and we're picking up steam as a group.
- We have a clearer idea of individual responsibilities, and team members are starting to become more familiar with project tools.

What Went Wrong:

- Communication could have been better this iteration.
- We have yet to implement a better logistical system. We need to find a better way of delegating tasks and sticking to a common schedule over the internet.

What Risks Were Missed:

- We didn't anticipate the bottlenecks inherent to the development method we're using. Right now, each team member works on an individual component, and we integrate it into the overall system when it's complete. But, as we gain a better understanding of the architecture, we're starting to learn that certain components can't be built asynchronously like that and we're having to wait for their dependencies to be finished before we can continue working. We may need to revisit our Gantt chart.