

# Team Reflection

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## **Evaluation of the project**

We have planned to implement a sharing platform for BlueBike users that effectively encourages sustainable behavior. Compared with the full design from the start of our project, our final product did not include all the functionalities we have planned to have. However, we were able to maintain the basics for a sharing platform and come up with neat front end design.

Specifically, we have created functionalities for users to add trips, publish their trips with comments, upvote other users' trips and join events. We have discussed frequently about functionalities that we would want to and were able to implement, as well as those we shall consider dropping. For instance, we did not implement "following" between users. Our thoughts behind this is that we would want to encourage users to view others' posts as a whole community, instead of collections of social groups.

In terms of timing and workflow, we have been able to be on time with all the deadlines, but we also have areas that could be improved. We implemented the major parts of our project ahead of our scheduled timeline, which allowed us to cross check and address issues when connecting the frontend and backend. However, a lot of our bug-fixing process came near the deadlines. This often left a limited amount of time for our presentation and design reflection process.

Admittedly, we all have different commitments in this busy semester, especially towards the final period. Because of the short time constraints, we have pushed some of the functionality implementations to a later milestone, but we were able to complete the cores that we planned for in the end. It would be helpful if we were to merge our progress earlier and debug together, so that we would have more time to prepare for the presentations.

In terms of meetings and communications, we have devoted full concentration during meetings and updated our progress on assigned tasks. Using Whatsapp, we have frequently communicated our availability and problems encountered to ensure the project progressed under a healthy team environment.

## **Summary of key lessons learned**

We have honed and applied our skills in user interface design, visualization, frontend and backend management to a real-world application. We have also learned from each other. Each team member is good at different things, and through the process of working together and

communicating ideas, we have all explored uncharted areas of our skill roadmap. Some of the non-technical learnings that we also have are listed below:

1. Start early. We have practiced this during the progress, but we still have much room for improvements. Specifically, it would be better to merge our progress earlier and cross check for bugs and integrate our implementations.
2. Don't be afraid to ask for help. Asking for help frequently could only benefit the team as a whole. People have different strong suits and learning curves, and we can all learn something from each other.
3. Positive communication and active listening. These things could help with building a good team vibe. It is only beneficial to candidly communicate our progress, ideas and feedback for each other. Active listening could help to encourage this kind of transparency and positivity in our communication.
4. Under promise and over perform, not the other way around. This is a lifetime practice. It helps us to build healthy and reasonable expectations for ourselves and each other.