

Team Reflection

Key Lessons Learned

We learned that communication is key when it comes to working as a team. This allows team members to learn about bugs and fix them quickly. We also learned that setting aside time to discuss and fully understand all details of a feature is vital to being able to implement the feature properly and efficiently. Many features we added later on were initially not fully planned and thought out, resulting in many nuances that the implementer would be uncertain of how to handle and preventing them from being able to implement the feature effectively. For example, we understood the basic idea of displaying notification alerts, but we did not fully discuss what information about alerts should be displayed, or how they should be displayed. For features such as this, we set aside time to meet as a team and fully discuss the details of the feature.

What Went Well

Our team was able to coordinate tasks well, as our project plan detailed how the work should be divided up to ensure that every team member did their fair share of work. Every team member did work above and beyond what was expected of them. We were able to accomplish most of our planned milestones on time with little issue, with some milestones discarded due to deciding that they were less vital features of our app. Our team was also quick to find and resolve issues with functionality of the app. Whenever a team member identified a bug, the team was notified immediately and many of the more serious bugs were fixed quickly. Our team also worked more as a whole rather than as individuals - members were very willing to help each other. Whenever a team member was struggling to implement another feature, another team member would step in to offer them help. When we were uncertain about how a specific feature should work or how it should be implemented, we either had a meeting to discuss it or discussed it via our group chat. Overall, we worked great as a team.

Improvements For Future

As the project went on, it felt like we had less and less time for each important step (Proof of Concept, MVP, Finished Product). Though this was partially due to just how deadlines were scheduled, there are ways we could have planned for this. In the future, we could perhaps do things differently by planning to frontload the work, and push back features we wouldn't be able to finish to later deadlines. Then, it is possible that many features intended for later milestones get done earlier, allowing more flexibility for later steps. We did do this partially, with some team members finishing their required milestones early and beginning future milestones ahead of time, however we could have perhaps made this the standard across the team in order to motivate more team members to accomplish more milestones earlier rather than later..