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6.170 Final Reflection

What Went Well

- We were pretty happy with how the User Interface turned out. This was some of our team member's first experience using bootstrap and it was fun to learn a new tool towards facilitating UI design.
- Our team was pleased with the Facebook integration. It gave our app a sleek and simple way for users to log and gave us a great deal of information to use in our app in terms of Facebook events.
- In terms of functionality, we were proud of how much we were able to add to the application. Most of the functionality we had in mind in the initial design was implemented as well as additional features we thought of along the way.
- Our team met continued to work together frequently and pair program, allowing us to solve problems that we encountered more easily. Whenever we were not physically together working, team communication went well and helped our team stay productive.

What Could Be Improved/Done Differently in the Future

- In terms of getting work done, our team could have improved by planning more efficiently what to work during Thanksgiving break and keeping ourselves accountable for getting that work completed. Much of the weekend before the project was due was spent on getting basic functionality working. If we had completed those tasks during Thanksgiving break or earlier, we could have spent more time fixing small bugs and edge cases.
- For this project, we could have utilized the TA's more, specifically to ask them technical questions we were spending a lot of time figuring out. For example, figuring out how to get all the pages to constantly look for updates and update if needed instantaneously.
- Our team often switched from testing locally to testing online. In the future, utilizing Facebook's Test App feature would have simplified testing and

debugging locally because we would not have had to modify parameters in our config files every time we wanted to test.

- Looking back, it would have been more productive if our team had worked on the UI not as close to the deadline. Taking advantage of downtime when one or two of our team members was debugging to work on CSS styles or design would have more efficient and limited anxiety and stress as we worked on the UI close to the deadline.
- Although we are content with our current implementation for notifications, we would have liked to implement the SMS notification feature. Figuring out ahead of time how such a system would be implemented well before coding begins would have given us a better chance of implementing the feature.

Daniel's Reviews:

- Izzy: Izzy did a great job handling a lot of the issues we had with heroku and working with Brian and Sara on debugging the notification system. However, there were times when Izzy showed up late to team meetings which slowed down progress.
- Brian: Brian did a great job working with Izzy ensuring all the events from Facebook were filtered correctly and hosts/guests were handled properly. However the code that he used to do this could have been much cleaner and more modular. Debugging part of the function call (facebook.js in routes) was difficult because looking through the code was confusing.
- Sara: Sara did a great job on the entire project. She was able to handle all aspects of the project from the Models to the UI. Sara could have improved upon including method specs on all the functions she wrote. For the functions that did not have any, it was difficult at times to navigate through the code.

Izzy's Reviews:

- Daniel: Daniel worked well throughout the entire project. A common complaint was the frequency with which his code had bugs that we had to handle. In addition, syntax was not adhered to consistently which, while it didn't cause usage issues, was a hassle to go through and "clean up" while debugging.
- Brian: Brian was of great help towards the end of the project when a lot of bugs were being tackled. We made a good pair in tackling bugs and debugging them

across users (given the inherent host-guest relation in our app). However, I think the code that was originally written could have been more modular and commented.

- Sara: Sara came in clutch at the end with the UI. She was also very involved in the debugging process for a bunch of bugs that popped up towards the end of our application with everything connected. The only things that I would say could have been improved I think are universal to all of us, like working over Thanksgiving break and planning accordingly with the app's development timeline, properly anticipating bugs and errors.

Brian's Reviews:

- Izzy: Izzy did a good job initiating the use of Bootstrap to make our app look pleasant, and I like the fact that he took that initiative. Something that did happen though was that sometimes Izzy showed up late to meetings, or was busy with other outside activities.
- Daniel: Daniel did a great job being the ejs expert on the team, so whenever one of us needed help with ejs he knew what to do. The only problem was also meeting attendance, as he was late once by a large margin.
- Sara: Sara did a great job near the end of the project in making our app look nice. She was also very useful in helping with testing and debugging, although when others were fixing bugs, she could have tried to help more, as that would have helped fix some bugs much faster.

Sara's Reviews:

- Izzy: Izzy could have done a better job showing up on time to our meetings between the MVP and now, although that can be said for all of us. Other than that, he did a good job tackling some bugs towards the end and getting the UI updates started.
- Brian: Brian was very helpful when it came to taking on some large fixes that needed to be made for the final app, including updating the events after they get added to the database. However, his code could be improved if it were more modular instead of huge functions like the one in facebook.js.

- Daniel: In terms of additions after the MVP, Daniel did a good job implementing the host suggestion page, which contained important functionality that we needed in our final app. He could have gotten more involved in UI updates, and he also could have been a little more careful to eliminate small bugs from his model code.