Dibs MVP Team Reflection

What went well:
- We consistently made design decisions as a team, not individually. All throughout the project, every team member was on the same page in terms of the app's design/functionalities. When a member wanted to propose a design change, we discussed it as a team and made a decision together.
- Our team met frequently, which allowed us to solve problems that we encountered more easily. Meeting as a team allowed us to bounce ideas/solutions off of each other or try to come up with a solution with pair programming.
- Team debugging was helpful because having different points of view allowed us to find problems more quickly.

What could have been improved/What we would do differently in the future:
- Stuck to a timeline of deliverables, preferably one that's front-loaded to be flexible to change as new problems arise. This way, the last few days before a deadline are spent polishing an app and not cramming to get functionality to work.
- Test all the code we write, because when we were trying to connect all the code together we often had to debug a single module.
- We could have improved our process by starting earlier and leaving more time for debugging instead of implementing core functionality so close to the deadline.
- We could have commented our code more in order to make it easier for our teammates to read and help debug things that we wrote individually.
- We could have done a better job of reviewing each other's code before we tried to put everything together and run the app. This might have eliminated more bugs and saved us time in the end.
- Go through the Fritter app together to make sure we all understand what is going on, because many times some of the members were lost regarding what certain parts of the code did, since we had not used Node/MongoDB in a long time.
- More useful error messages, so that when an error message is thrown, we could easily tell where this error came from and speed up the debugging process.
- Better organize ourselves in terms of keeping track what bugs/defects are present in our code. Having a shared google document on any present defects/bugs that are present and being worked whose status could be checked by other team members would have been helpful.

Individual Peer Reviews

Izzy's Reviews:
- Daniel: I appreciated that you took it upon yourself to see how our project pitch was going to be coordinated given that you were going to be out of town that day. As with everyone else, I'd wish there was more testing (and therefore debugging) early on in the development process. From what I saw, though, there was good communication between you and Sara working on the public/javascript functions and the model methods so even when you eventually had to debug it went better (read: faster) than expected. Also, your curly-brace-always-on-a-new-line style is hideous :) (lol this actually isn't that big a deal)
- Brian: Towards the end of the day when the MVP was due and you were done with your "responsibilities", it would have been helpful for you to take initiative and see what little things might need fixing on your own and not wait for one of us to ask if you can help with something. It's a minor issue, really, but one worth mentioning in a situation when time is the main constraint. Overall, though, great job.
- Sara: As with Daniel, testing the logic in the model methods and routing that you worked on (as it relates to events, queues, orders, etc) earlier in the development process would have been great to avoid debugging headaches later on. On the flipside, great job taking initiative with starting most documents that we had to create early on in the project (proposal, initial design, etc.)

Daniel's Reviews:
- Izzy: You did a great job handling a critical portion of our app in terms of integrating with Facebook, setting up the CSS styles, and working with the entire team during the debugging phase. Better communicating your whereabouts at times or what your status was would have been helpful.
- Brian: Doing more research initially on EJS and how data is passed around. would have helped you IMO. You heavily dealt with making EJS templates and knowing more about the topic before hand would have sped up the development and debugging process.
- Sara: Doing more initial research on relational databases and their format in Mongoose would have facilitated the development process and cut down on some of the time we spent debugging the app when data was not properly being stored in our database.

Brian's Reviews:
- Daniel: It would have been nice if you tested the Queue and Menu models/schemas more, because it seemed that there were a lot of bugs with that code when we tried to integrate it with everything else.
- Izzy: Good job implementing the Facebook login, but something that might have helped is if you had explained more thoroughly what was going on with the Facebook API client side, because in general it is probably better for all team members to know what is going on in all parts of the app.
- Sara: Could have tested the Event schema/methods more to avoid bugs when all the code was integrated, especially regarding the fact that our database was a relational database. That was one thing our team could have improved as a whole, which was mentioned above.

Sara's Reviews:
- Daniel: Daniel did a good job writing the queue model, menu model, and queue routes, but could have improved his code by checking it over to get rid of small errors, as well as testing first to avoid some of the debugging we had to do towards the end of the process. However, he was very helpful when we were working on the routes and javascripts while Brian and Izzy figured out the Facebook API calls and dashboard display, so we figured out most of the bugs pretty quickly.
- Izzy: Izzy showed that he was a determined team member by doing research on the Facebook API and getting Facebook integration working in the initial stages of development. Throughout the development process, whenever he was faced with something to figure out, he focused on it until it was complete. Towards the end of development, however, his work with the Facebook integration meant he didn't have as much experience with what the rest of us were working on, so he often had to read through code to see what functions were doing before being able to help debug.
- Brian: Brian was an important team member when it came to debugging, because he was able to help everyone else with various problems, including working on Facebook routes with Izzy to get the dashboard loaded, looking over my functions to help me find bugs, and helping with my notification code. Unfortunately, a lot of the work Brian did early on didn't end up being used, so he should have put more thought into what functionality we would need for the app to work. This is something we could have also fixed as a group by more explicitly laying out our app framework before hacking away at it.