Project 2 Retrospective Report

# The Good

Our team actually had a great time completing this project. It didn’t quite follow the path that we originally set, but we caught on soon enough to change the direction and make it into something that is very useful and cool to observe. The application came to a final product that analyzes a twitter user’s posts and determines what it contains. For instance, it can tell you who they mention the most in their posts, what time they are most active on twitter, the emotions their tweets contain, who they tag the most in their posts, and what most of their posts revolve around. These can be individually viewed, or all at the same time based on a few checkboxes provided on our website.

One of the greatest improvements our team had for project 2 was communication. We by far had the best communication I have ever seen in a group project before. Everyone on our team knew what they needed to do and got it done on the given due date. The GroupMe was filled with chat messages that described issues we were having, and accomplishments we were achieving. If one of us was having trouble, the others stepped in to help and solve the problem. We met a lot more during this project which helped the move everything along smoothly and we generally enjoyed the project!

This time around, we knew that we needed to focus on the minimum viable product way more than we had before. The last project, we barely met the deadline because we were focusing on things that weren’t necessary for a user to start using it and telling us if they liked it. We flipped that issue on its head this project! From the gate, we clearly defined what we needed for this project to be successful and we set goals to hit those targets. We cleared every deliverable like we had been doing it for 20 years and absolutely dominated in keeping out unnecessary development. This helped our team so much because we were able to focus on getting the product out and not stress about code that wasn’t necessary for the final product.

Team participation was phenomenal as well. I was particularly busy this quarter with a product release at Campfire Games, and my team members totally understood and let me take on the role of project manager. We were able to communicate and divide the work to keep everyone busy and still make ends meet. Outstanding work from our team in cooperation.

The final topic of good news is that crunch time was super minimal. Our team executed the project in such a way that left little to no crunch time during the last week. We set goals at the beginning of the project and we hit every goal. This led to the last week being filled with a sigh of relief rather than a stressful all nighter.

# The Bad

Most of Project 2 went with relative ease, but we would be lying if we said there was nothing that made us struggle. At the beginning of the project, we had this great idea that we would integrate all of these social media’s together and do a bunch of fancy analysis on that. Turns out our dreams were too big, and we quickly got knocked back a step. We learned that the social media api’s really restrict information, and that getting any of the information out of their websites was nearly impossible. Given enough time, I’m sure we could have loaded the pages of html into variables and somehow did some extremely complex parsing on the strings, but we knew that would be out of the scope of this project.

We decided instead to take a step back and focus on what we could do. Twitter was the best candidate because its api was generally open and allowed us to easily pull user information and do data analysis on it. With the help of alchemy and the twitter api, we were able to pull the information we needed and do analysis on it to draw some interesting statistics for the users. It worked out beautifully and really gives the users a sense of what they talk about the most!

# Action Items

One of the biggest action items isn’t actually for the team, it’s for myself. Although I had a product release, I still wanted to help the team out more. In the future, when I manage more projects, I would like to learn how to balance my time more between all of life’s crazy twists and snags. Fixing this could not only help my team in the future, but also would be useful in other fields like balancing money and home life as well.

As always, communication is a number one action item. Although our team did a fantastic time this round, that doesn’t mean that we are all masters. Communication will continue to be one of our top priorities in the next two coming projects. Along with communication, focusing on the minimum viable product will be another practice item for the next project round.

# Summary

|  |  |  |
| --- | --- | --- |
| Deliverable | Delivered/Missing | Comment |
| Project Proposal | Delivered |  |
| Initial Project Setup | Delivered | Nischay accomplished this along with Jack. Nischay set up the React side and Jack set up the spring framework. |
| First connection to social media | Delivered | A reliable connection to the twitter api was established. |
| All connectinons working and pulling information | Incomplete | Due to limitations in the API, we were unable to successfully pull information from other social media networks. |
| Friend overlap between networks | Incomplete | Due to limitations in the API, we were unable to successfully pull information from other social media networks. |
| Show work and college friend overlap | Incomplete | Due to limitations in the API, we were unable to successfully pull information from other social media networks. |
| (NEW \*) Social media analysis | Delivered | Analyzes social media posts. |
| (NEW \*) Mention count | Delivered | Counts the number of times an @person is mentioned |
| (NEW \*) Hashtag count | Delivered | Counts the number of #’s in a string of text |
| (NEW \*) Emotions | Delivered | Analyzes a post and reports the emotions associated with it. |
| (NEW \*) Sentiment analysis | Delivered | Analyzes a view of or attitude toward the details of the tweet. |