Lessons Learned - Kris

# What worked?

## Communication

* Josh and I found communicating with each other easy. We used email, GitHub, and Skype to give each other updates, or outline tasks for the coming week.
* Fortunately, we both agreed on the direction we wanted to take with the site early on, so putting the ideas to paper was a relatively simple process.

## Team roles – played to strengths

* Initially, tasks were assigned to make a balanced workload for both of us. Josh suggested he wanted to do the JavaScript part of the project, and I knew I would get a lot of out the CSS and layout part of the design process, so our individual focus aligned with the team roles delegated. While CSS / layouts are not exactly “my strength” it was good experience to concentrate on the overall user experience of the site.

## Wireframe / prototype process

* Draw.io was perfect for our paper wireframes. Both of us being external students, and having to communicate electronically, paper layouts were going to be a nuisance.
* Using the draw.io website along with GitHub, we were able to maintain a version control and sharing of ideas easily. I could draw a basic paper prototype and Josh could convert it to HTML and we could both be updated on progress via GitHub’s notifications. This process seemed to work well for us.

## User tests

User tests provided valuable feedback in terms of site content and navigation.

Testing demonstrated the need for us to:

* Add links for more information in the Coding Event section
* Reduce lengthy content on the home page, and splash screens on other pages
* Hold user focus by giving concise information and a simplified and easily discoverable form to assist in our response rate

# What didn’t?

Time coordination

* Time coordination was a minor issue - other members’ work (Josh) at times was stalled waiting for someone (me) to complete a task. This was a problem I was most guilty of causing, often preferring to complete tasks closer to the end of week, after absorbing the week’s material.

Excessive content

We would have benefited from interviewing our key stakeholders to narrow down the scope of information required on the website. Content was derived mainly from past reports, and sites for previous Code Fairs. We tried to keep the goal of user participation paramount, as we believed this was clearly indicated in the report’s goals.

# What would you change if you could do this project again?

* Begin the coding process earlier in the development cycle
* Determine necessary content from site stakeholders earlier in the development cycle
* Manage tasks more efficiently – in the above case for time coordination, I think setting more independent tasks would have minimized the impact of different timings. For this project, however, tasks were often overlapping due to us only having 2 team members. For assessment purposes, we took turns as coordinator and tried to balance the workload. In future, I would structure the team roles based on priorities such as working independently, and continuity / nature of tasks. I would also prefer to utilize an independent coordinator overseeing the entire project, as opposed to “taking turns” coordinating, or coding, or testing. A larger team would be required.