Eat, Meet, MIT

Team Reflection MVP

Things that went well:
- The communication in our team was effective.
  - We utilized a group chat to keep each other up-to-date on our tasks and to inform one another of any issues that came up.
- Our team meetings were efficient.
  - We highlighted goals we needed to achieve and set up deadlines we wanted to achieve them by.
- We made good use of version control technologies
  - Most of the code was written in separate specified branches, and we were able to organize our efforts without stepping into each other's toes.
  - This was also a great chance for all team members to get practice with git features they were not used to before.

Things that didn't go so well:
- We didn't always achieve our delegated tasks by our set deadline (at least, for our first meeting).
- Our meeting start times were often delayed due to various reasons.
- There were times where we stayed up working later than we would have liked.

What we would do differently:
- Meet up on time, and have agendas for the meetings written up before their start
- We should allocate more time to debugging code, especially for parts when two different team mate's have to combine what they have been working on separately up until this point.
- Have a more constant flow of commits rather than putting off the majority of the work until later.
- We have to improve communication between team members regarding how our different modules will connect (i.e. what we can expect our team mate's functions to take in as arguments).
- Set smaller, more manageable goals to achieve so that we can make more incremental progress as opposed to trying to make huge leaps
- We could divide project according to different functionalities of the app(i.e net, request, chat) as opposed to dividing working horizontally(i.e routing, design, schemas, etc). Especially in the later phase of the project where the database and major functions are determined.