

Project 4 Reflection

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Peer Review:

- Katie: She was very motivated to make a really awesome product. She came up with the original idea to utilize the Twilio API in order to build some sort of polling app. She wrote high quality code, and was always responsive and able to fix problems quickly when the came up.
- Qui: She knew a lot about rails and helped us solve a lot of problems which we encountered very early on. She was very proactive in finding bugs in the code and delegating tasks to the appropriate people.
- Annie: She was out of town the few days that we build the first big chunk of the MVP, but I was very impressed with how quickly she caught up and understood what was going on. She was very good at fixing bugs and uncovered a lot of things that no one else could.

Evaluation:

I think we did a very good job planning and implementing our project. We maintained a list of features to be created as well as who they were assigned to. In the end we completed all the features on the list with little time to spare, so I think we planned for an appropriate amount of features.

In comparison to past project that I have completed, our design document needed hardly any changes for the final project. This implied to me that we did a good job really thinking about all of the problems we were going to face and planning out solutions ahead of time.

Lessons Learned:

- A simple interface is important: In this project we ended up building up some pretty complicated functionality. In previous projects it was easy to just create buttons for everything, but here we needed to really think about how we were going to represent things in order to make it easy for the user.
- Design is key: Every time we had to make a change to our database it involved going back and changing a lot of code in order to accommodate the change. We learned early on that we needed to slow down and really think about how we were going to design things instead of just hacking them together.
- Testing!: Just before the deadline we ran into a bunch of small bugs on Heroku. It caused a minor panic, and we definitely learned the importance of testing the code very early on.