K.S.D.A. Team Reflection

Overall, we are proud of our project and believe it went well. We worked extremely hard and put a lot of time into our work, which resulted in a final product we are happy with. Our teamwork was one of our strengths as we collaborated well and each contributed valuable ideas. In addition, we made steady progress throughout the project timeline, as we were able to meet the deliverables for each milestone. We were all happy to be able to contribute to a product with a mission that we support, which is to improve the community and make tangible impact.

Even though we are happy with our final product, we believe there is still a lot that could have been improved. We could have done a better job planning from a logistical perspective. For instance, for our first few milestones, we did not plan far enough in advance. This resulted in each of us doing a lot of work near the deadline, which created an environment of disorganization and forced us to rush a bit. In the beginning of the project, there were a lot of components that were dependent on each other, which made it difficult to work on simultaneously. These issues were primarily apparent for the first half of the project, and not as much for the second half. Our team did a great job of recognizing these issues and making improvements for the final milestones. For example, for our final product, we made a clear priority list of what we needed to complete, and then we assigned todos to each team member. Because we did this early, we each were able to start our work early and we were not rushed near the deadline. If we were to do anything differently, we would implement that strategy from the start of the project rather than just for the end.

In addition to the logistical planning, we would have improved the technical planning. At a high level, we planned out all of the concepts and components of our web app. However, we did not go into the small details until we actually implemented it. This was an okay way of doing it, but we believe it could have been more efficient if we did more technical planning like answering what each database schema looks like, what api routes will we have, and what will the user interface look like. We could have created more in depth frontend sketches to refer to during our frontend development. This would have provided consistency and efficiency when creating our frontend. Instead, we did some trial and error with our frontend development to find what looks good. Lastly, we had issues with our git practices that we eventually improved by the final deadline. For the first few milestones, we had many issues with merging branches, which we fixed by the end by pulling from main more and testing our code before pushing to main.

Our team learned many lessons at an individual and team level. As a team, we learned that planning and communication are extremely important. To add, we learned that it is easy to

under estimate how long things will take to complete, especially when there are many dependent components. Some of the individual lessons we learned include that frontend development is tedious and difficult, proper git practices are extremely important, and it is best to start working early.