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what went well, and what could have been improved, and what you would do differently in the future.

Final Reflection

Looking back as we finish up Potluck for now, there are a lot of thoughts that come to mind when thinking about the process. Starting out with the good, I think that our ability to get a fully functioning application out and fairly well fleshed out was impressive in just a few weeks. Potluck meets all of the design specifications that we set out to hit, with the one exception of not working with phone numbers and texting invites to people. However, this is okay, as we realized that early on and removed it from our design. In addition, all members of our team developed an understanding of React which will be critical to our success as developers in the future if we want to work on front-end work or just want to create small projects in our free time.

However, there were also a couple things that could have been improved. Personally, I wish that we would have more time to work on the project and fully develop our application. In addition, with confusing deadlines, at almost all times we were unsure of what exactly needed to be put in each section of the project (as there were 3 different sources of information). This made working on the project extremely difficult and made it frustrating. On our side of things, we could have spent more time working on this in the days leading up to the deadline instead of just right before the deadline, and been more organized about who was in charge of what parts.

For future projects, we would delegate tasks earlier on and have people have more self-enforced deadlines during the project. By doing so, we could get our work done faster and have more time to look at individual pieces of work and see where we could improve. In addition, we would spend more time designing the schemas for our project, as that was something that bit us later on when we had to change a lot of discrepancies between usernames and emails. This stemmed from the quick development period for our MVP, which led to large amounts of technical debt for us.

In all, it was a pleasure working together and we had a good time developing Potluck, along with the help of John, our TA.