Team Reflection

What went well?

- Division + Accomplishment of Tasks
- Communication
- Responsiveness to new ideas
- Discussion + Iteration + Improvement of application features
- Flexible Schedules
- Modularity of our design and implementation

What can be improved?

- Sorting badges in SQL to be faster
- Our data isn't persistent beyond heroku resets, but all our data is fake so it doesn't matter
- Get more user input/ business/user authentication

What would you do differently in the future?

- [Josh] I would probably try to be more involved with all components from the start, I started off very focused on the Map component, and I think it made understanding how to communicate between functions a bit more difficult.
- [Howard] I probably would reach out for help more, which potentially could have helped me avoid some late nights
- [Niko] Be less overbearing on files I started. I also should have explained my SQL code more.
- [Violetta] I feel like in the beginning I'm always hesitant to ask questions but in the end asking questions helps a lot, so I would start doing that sooner. I also feel like in the very beginning I was a little lost about what to do / how to contribute, so I should have communicated that more.

Team Planning Evaluation

We planned very well, whether it be through our wireframes or discussion of our concepts. At every stage we all knew what tasks needed to be accomplished, and when plans changed for the final product we were able to pivot successfully. During the planning and design of the project everyone got to feel heard and we had good discussions about important decisions.

Lessons Learned

Team

- The importance of communication was the most important lesson learned, especially with the increase in extenuating circumstances for a typical semester, staying communicative was especially important.

Individual

Howard

- Communication (especially remotely, potentially erring on the side of over-communication) really helps keep everyone on the same page
- Receiving feedback and responding to it effectively makes for a better outcome overall, and usually it's better to have multiple people thinking on something than just one
- Having fun with a project makes tasks seem less overbearing
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Violetta

- Being open about deadlines and workload is very important to help keep the group informed. There was one week where three of us were moving / things were very hectic, so we discussed this as a group and made sure we set realistic and fair goals for ourselves.
- It's ok to work on something that someone else is very knowledgeable about because it's important to learn and that person can be very helpful in the learning process.
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Josh

- Going outside of a comfort zone is a good thing! I learned a lot about many different filetypes and interactions between them, in Vue, different components, etc.
- Diving into issues headfirst without wasting time! There were tons of smaller assignments that were easy to lose track of, so staying on top of those was of the utmost importance.

Niko

- Communication across the code base is crucial. There were a couple times where two of us would implement similar features twice without knowing about the others because we didn't know we needed a shared resource, and just created on our own. There have also been times where one person's changes unknowingly triggers a bug in someone else's code without knowing. Dealing with this stuff as a group during our project taught us a lot.