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Allowed for simple version control, multiple branches

Problems with some merge conflicts

Also used for site hosting using gh-pages

Rating: 5





Lots of functionality - types of stories, states, requesters, owners, descriptions, tasks

Limited point system - 1, 2, or 3

Can't put stories directly into completed, stay in current for a day

Rating: 4





Allowed us to communicate when stories were done, what we were working on

Pinned messages have little visibility and clutter chat

Missing notifications means missing updates

Rating: 3



Methodology - Agile

Could rarely meet together in person, so we needed to communicate online

Updates through Slack, GitHub, PivotalTracker

Implementation questions harder to ask and solve through Slack





Not much official documentation, relied on Google help to authenticate

Only 30 results per query - makes map dense in areas and sparse in others

Forced to use assets - star concatenation takes more work than it should

Rating: 2



Lodash

Javascript utility library that allows you to simply “do stuff” with collections (arrays, objects)

Higher order functions - pluck, filter, mapping, etc.

Rating: 5





Firebase

Online non-relational database - stores objects in JSON format

Great library with callback functionality - setting, pushing, and event listening

Somewhat confusing “getting” from server

Rating: 4





Javascript library for making real world maps

Easily populate map with markers - simply put in coordinates

Ugly default tile layers - highways, freeways create visual clutter

Rating: 4.5





HTML page that automatically links to a test suite - doesn't show any source code

Easy to do basic unit tests

Hard to find examples of callback testing

Rating: 3.5



JSDoc

Sleek output - looks **great** with a ton of information

Weak home page - empty unless you use README.md

Weak markdown - doesn't render tables

Rating: 4.5



Demo

