Reflection

In this project, we created **_GoodDeeds_**, a platform by which local citizens perform service for one another. Specifically, verified locals of the city can post and accept "deeds" to complete based on sector, difficulty, and time required. In exchange, they receive "kudos" which can then be exchanged for governmental benefits. Any user is able to post and accept jobs, and our verification and feedback system ensures that kudos are rightfully exchanged.

- What went well:

One thing that went well was we were able to build a full-stack website that creates a positive impact in communities. Furthermore, all of the team members were able to develop their skills both on the frontend and backend. We also all learned how MongoDB worked as we used it in our project. One thing we especially excelled in was creating in-depth sketches in Figma for our different pages - this made our code implementation easier to navigate, as we could simply match our features to the sketches. We also successfully implemented all the features and concepts discussed in our initial design, not dropping any core functionalities of the website. Our discussions were always thorough when it came to concepts and implementation and ensured that we covered as many edge cases or potential missing details.

- What could have been improved:

One thing that could have improved was general communication. Sometimes there were times where members would miss deadlines, and this would cause a lot of last minute work. Another thing we could have improved is our planning process. In the project plan MVP, we found out that a lot of our code overlapped and was dependent on each other. Therefore, some of us needed to wait for others to finish in order to start the implementation (this was especially true for the kudos exchange system). This was especially difficult when members missed deadlines. Moreover, another thing we could have improved was our coding. Since sometimes we were rushed to complete assignments, we made a trade off between functionality and good coding practices. Throughout the process we learned a lot, so we were able to avoid these mistakes for the final project.

- What would be done differently:

What could have been done differently was mainly better planning and outlining when thinking about the project timeline. It seemed that for our team, we either underestimated how much time specific tasks took, didn't anticipate potential problems or edge cases, or faced blockers during our work. Much of this could have been

resolved by first identifying dependencies of people's work and outlining specific tasks to be completed vs. just broad goals before actually doing any programming. At the same time, we should have evaluated how realistic our deadlines are and understood that spreading them out will minimize the potential amount of blockers. Lastly, going over good coding practices prior to beginning the intensive parts of the project would help everyone be on the same page and avoid issues in development in the future.

- Project evaluation:

Overall, while communication may have been one of our weaker areas, we think that our team planning allowed us to be efficient and accomplish our main goals for the project by the end. From the very beginning, our main design choices and vision for our project had changed very little since we ensured that regardless of deadlines or blockers, we were determined to implement our ideas. In terms of team planning, we continually got better towards the end of project development, which made it easier for everyone to communicate with each other and work equally and efficiently.

- Key lessons summary:

One key lesson that we learned is that communication is key. Our team had difficulties throughout the project, and when we got together to talk about them it helped a lot as we were able to understand each other. Another key lesson is that it is best to prioritize features rather than do everything. In each milestone, we often tried to do a lot of features which were nice to add but not necessary. At first, we had a difficult time choosing which ones are stretch goals and because of this, it resulted in us working on a lot of things at once but never getting anything out quickly. As the project progressed, we got better at it and were even able to do more features as we fleshed out the most important ones which laid an important foundation to the project.