

Team Recd Reflection

Evaluation of project from team planning perspective

Originally, our app seemed like it would be easily separated into four similarly sized modules: users, events, locations, and groups. Therefore, we assigned each module to a different member of our group. We also assigned certain functionalities to different members. However, we soon realized that we could not have predicted how different the amount of work for each different module or functionality would be. Some members ended up with more work than others. However, as the project progressed, we were able to even out the workload. Everyone ended up doing a little bit of everything, in addition to focusing on a certain aspect of mapMIT.

Key lessons learned

- Deploy early!
 - We ran into issues with dependencies, sending email verification, loading images, etc. The majority of the last day was spent on deploying and make sure all our functionalities worked on Heroku.
- Using pre-made components was both a blessing and a curse
 - DateTime Pickers
 - We initially found a React datepicker that seemed like it would work well, but there was a lot of trouble using it to pick the desired date. It ended up being too much trouble so we switched.
 - For the second timepicker, we had to figure out time zone issues. But everything worked out great with this one.
 - Leaflet API
 - When we were assigning tasks, we thought that implementing the map and pop-ups would be a difficult task. However, using the Leaflet API was simple and made one of the main components of our project easy to implement.
- Modularity is good!
 - As we developed our React pages and elements, some pages ended up having huge blocks to render. We ended up splitting components into different elements so that pages were easier to manage. We also learned how to efficiently pass variables through React states/props.