Team Communication

Our team used Slack and a group chat as our main forms of communication. In addition to meeting at discussion every weei, our team would meet once a week over the weekends on Zoom for team meetings. These meetings were approximately 45 minutes in length. Towards the end of the semester, we would start meeting twice a week.

Workflow

After we had decided on using Flask and React, we divided the group into two teams. Three team members were responsible for the backend and its requirements (mainly the two APIs, Database, and Login/Registration), while the others were responsible for the frontend. The idea behind our division of labor was that the two sub-steams would work individually on their parts, and then they would work together to combine the backend and frontend.

Challenges and Mistakes

One of the biggest challenges we ran into was handling the API calls. Working with things scuh as JSON, status codes was novel to everyone working with the backend, and this was not done until the week before the deadline. The delay in the API calls would cascade and cause problems with the rest of our project because although the rest of the backend (Login, Database, … etc) as well as the frontend was completed on time, we couldn't start the integration process until really close to the deadline.

The integration step was the most problematic step. After the frontend team was done with their original goals, they would work on additional features while waiting for the API work to be

completed. When the integration process came around, we discovered it was much more complicated than we had thought it would be. For instance, much of our backend, including the whole login/registration scheme, had to be re-done. As a result, many of the things that we had done for the frontend could not be properly integrated and the code was essentially wasted.

Next Steps

The obvious next step would be to properly integrate all of our components and finish some of the features that are not completely working, such as adding and removing trips directly from the frontend. In addition, there are some features that we cut during the revision process but that would like to bring back. The most important one that we would want to do is the feature that ties a currency to a specific trip.