**Post Analysis – Lessons Learned**

**These are various issues that came up in a team discussion on 12/16/17 when our team lead, Jeremy, prompted the team for ‘lessons learned’ or problems with the development of our app.**

*Initially*, around the time of Milestone 0, the setting up of the back end framework (node.js) was particularly difficult and it seemed most of the class shared this experience. We were also pressed for time due to the looming Milestone 0 due date, but Anthony’s timely emails managed to elaborate on some of the things necessary to set up node.js.

During the start of the project, coming up with a proper meeting time took some time, as many of our group members had class times that made it difficult to coordinate a proper time to meet during the week. Eventually we were able to clear up space for two meetings a week- once on Monday and once on Friday. In my personal observation of the class, it appeared to me that our group was always the first to be ‘done’ during the class collaboration time- this says to me that not a lot of other groups were able to meet as often as we did (~4-5 hours a week) throughout the development of the project.

Group members expressed some distress over the sharing of the workload of the product development. Our back end lead, Sabiha, is a true trooper and basically carried all of the backend by herself. A lot of other members felt daunted (and still feel so) by her willingness to take care of all of the complex tasks that the backend required. Of course, if someone voluntarily wants to do all of these things, you certainly don’t tell them no- but at the same time, a feeling of irresponsibility occurs, particularly for me, the person writing this document, over the perceived lack of work I was able to do. Please note this is not intended as a condemnation of Sabiha- if anything I think we are all thankful for her work, but it is also important to acknowledge the negative feelings that might occur in this scenario.

A lot of the promised unique features we laid out in M0/M1 did not come to fruition as just creating the basics was challenging enough. Ultimately I don’t think anyone is really all that disappointed that the unique features didn’t show up, we’re just happy to be done with the project. Perhaps the lesson learned here is to scale back the goals of a project if we’re all really novices at software development.