

# Team Reflection

## As a Team

### What went well

As a whole, the team had a pretty good vision of what the end product wanted to be, which helped to inform design decisions as well as feature prioritization when time was a squeeze. By assigning tasks to those who are more comfortable or amenable to them, we managed to implement all of the features and concepts we set out to do. We also front-loaded our project milestones so that we had a much richer proof of concept to build on for our final project.

### What could have been improved

For the most part the team communicated well and tried frontloading work for deadlines so that if we ran into issues we could discuss among the team. However, issues arose from a lack of communication and procrastination. This often arose in the form of a team member not starting work until later in the week and other team members being left in the dark about progress. This sometimes resulted in other team members taking on other people's work or just generally causing stress for teammates who were unsure of the status of features. Thus, we definitely could have improved upon communication as a team.

### What we would do differently in the future

We ended up moving some features back from the MVP milestone to the FP milestone. Perhaps a more realistic expectation of the amount of work each task would take would have set us up for success over the entire duration of the project. Similarly, in the future, we as a team would like to be more communicative about features and deadlines, as well as try to better divide the work evenly as sometimes teammates did an unproportional amount of work compared to others.

### Key Lessons Learned

Things always take longer than expected; a good estimate is to multiply the initial time estimate by three to get a more realistic time frame. It is critical to test early and test often.

## Individual Comments

### Sabina Chen

This was my first time creating a reactive website from scratch, and I had an overall great time working with the rest of the team. I learned a lot in terms of what it means to work on a "full-stack" website. I had great teammates who each "specialized" in frontend and backend work. This helped a lot when we needed to debug difficult issues together. I am overall quite proud of the work we have produced in such a short amount of time. In terms of workload, I was averaging around 50-hour work weeks (along with other members of the team), which resulted in really high stress and severe lack of sleep in the past three weeks. I think we could have potentially spread out the workload more evenly, although that might have been difficult to do upfront given our lack of understanding of how difficult certain tasks would be. In future projects, I would rely on Trello more for task communication, instead of using FB messenger, since many messages can be lost over time.

### Tess Gustafson

Similar to Sabina, this was also my first time creating a reactive website (or any website for that matter) from scratch (not including Fritter). At first figuring out how to set up the databases to have persistent storage was quite a difficult task, involving lots of errors. Eventually, I got over that hurdle and had an absolute blast maintaining the backend for this web app. I am super proud of both the work of my fellow teammates and myself. When I look at API.md, I am incredibly proud of myself for doing almost all of the endpoints and holding up the backend of the project. However, I do believe we should have divided work a little bit better, as I know a few of us were putting in an absurd amount of time (like a full time job and then some) into this website, which I think stressed myself and others out quite a good bit. In the future, I think we should be more communicative about time and deadlines to better divide tasks out. All and all though, I am still really proud of everything we've accomplished.

### Stephanie Yoon

Even though I have prior experience working with reactive frameworks, this project was definitely a challenge from a front end perspective, given that the rich text editor required a lot of custom functionality that I had to implement myself. I also have prior experience with UI design and styling, but this was the first time I took the lead in that; I wanted our UI to be intuitive and as professional as possible. Given the project's remarkably tight schedule and the quality of my output I am proud of what I have been able to accomplish. That said, I would have made the implementation of the rich text editor more robust if I had the time.

### Jonathan Wang

I tended to start on tasks closer to the deadline, which was bad when I took longer than I expected to complete something. However, I think the overall quality of my work was up to par. If I were to do this again, I would start on tasks earlier so that integration would be easier and not so close to crunch time. I gained experience with using React and developing a website from all parts of the stack.