

## What we learned

This project was a big learning experience for all of us on team Cookie Byte. Below you will find our challenges faced along with our mediation for the issues. Some issues were a bigger deal than others which is apparent when reading below.

**Problem:** Finding a way for 5 people to communicate effectively

**Solution:** We used a service called GroupMe to place all team members into a group-chat. When some team members were working on the project and others were unavailable to meet, we were still able to query those who were absent using GroupMe. This also created a record of communication in the event we had to go back and see what was discussed.

**Problem:** Having a hard time getting everyone together to meet

**Solution:** Whoever was available met and filled in the others later. Early on it was difficult to get everyone in a room at the same time for an extended period of time, but as the project progressed we all determined that it was essential to meet more frequently and for more time. We also learned that we had to meet until the project was in a spot with which we were comfortable. Before revision four the five of us met for upwards of 7 hours. It was extremely helpful to have everyone around to question and get assistance from. We essentially did not leave the room until we collectively decided that we were happy with the project progress. It remains an issue to frequently get everyone together at once, but this is due to being students. Some people work, some have other class projects. This is inevitable and will happen less in industry.

**Problem:** Keeping track of what needed to be done

**Solution:** For a while we tried using Trello online, but this slipped away a bit because we tended to bounce around a bit in what we were working on. We mainly managed to-dos by randomly remembering what we still needed to do and looking through the rubrics. Once we wrote all priorities on a white board along with boxes with each team member's name with a list of what that person was to accomplish. This seemed like a good way to go and definitely helped us stay organized. If we were to start again, we would definitely stick to Trello.

**Problem:** Messy code / lack of understanding

**Solution:** A few times each person on the team ended up writing some code that was extremely messy. Sometimes someone else would clean it up, and other times the offender would clean up his own code. In the end, the project's code-base is still messier than we wanted it to be, but it's much better than it was at the beginning. If we were to start this project again, we would attempt to work together instead of some team members writing code at home. That way each

team member would understand how each segment of the code works and we would be able to better organize the code as a team. This comes back to everyone meeting together simultaneously, which we feel is the most important lesson we learned.

Overall, working as a team is always a challenge, but we believe that it's far better than attempting to tackle such a large project individually. The challenges of teamwork are absolutely worth the benefits.