Surf the High C's
Team Reflection on: IHTF - I Have This Food!

We believe that, overall, the development of the webapp "IHTF: I Have This Food!" went very well. All deadlines were met, and all major design goals were fully implemented. We are very proud and pleased with how the project unfolded, and we hope that the app will in fact be utilized by the MIT community in the nearest future!

The main factors that contributed to the success of the team were communication, division of labor, and dedication. We communicated and met on an almost daily basis, either for individual updates, planning, or joint coding sessions. In case of large milestones, we thoughtfully shared a 'to-do' list, and we divided individual work evenly so that every member could shape his own schedule differently. We held long (sometimes night-long) coding/testing sessions right before every major deadline. We were all fully dedicated to the success of this project, and we all really care about it being actually utilized.

What we could have better, perhaps, is a more diverse division of work. We tended to stick with roles such as front-end developer and back-end developer (a lot like in SWE industry) but that impeded every member to get a full-stack experience (although most people did have instances in which they had to go out of their front/back end niche to solve bugs or implement new features). We also could have started work earlier for the Proof of Concept, in which case we would have avoided a night long coding session (interrupted by a quick 10-11 spanish exam).

In the future, we would probably not change too much of how we handled progress, but we would ensure coordination from the very first minute, without having to feel the burden of an all-nighter to realize that early coordination is key. We would probably also pool what each person wants to learn the most from the project, and tailor individual implementations accordingly. In fact, we believe that team planning was actually fairly solid after the Proof of Concept.

Summary of Key Lessons Learned (both individual and team):
- Coordination and communication are key to success
- Having a platform in which everyone is consistently responsive (in our case, Facebook Messenger) is also very important
- Physically meeting is very important too - it is easy to get lost/confuse with work like this if solely done remotely
- Division of labor works very well but might prevent members to get a full-stack experience
- Merging backend and frontend work implemented separately can prove to be a nightmare (communication and code-pairing can be helpful here)
- 'Interval' is a mySql command word, so naming a table 'interval' will destroy any sql query and will make you debug for at least 5 or 6 hours
- BootstrapVue is not super intuitive but very useful
- Having fun makes assignments like this so much more enjoyable!!

Thank you Alice for all your help!
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