Group 9 Maxim Bazik Ying Hang End Nadav Hazan Christine Low

Team Pivot and Journey:

Our team has learned a lot this semester, not just about code, but also about the importance of process, documentation, testing, and business needs. Throughout the project our team has learned more about our business environment and the scope of our development skills.

To start off, around meeting #6 (Refer to "Team Meeting Documentation") our team started to notice some critical tradeoffs in our project. We were constrained by time and availability which limited our ability to perfect design and add as many APIs as we planned. Because of this, we pivoted and decided to focus on Eventbrite. After talking to students in the CS Lab, we realized this was the most relevant and demanded feature if we were to roll out our app. Because of this we focused on perfecting this API as much as possible. We were able to connect and hit the Eventbrite API and successfully integrate it into our database to make future calls faster. We also were able to hyperlink each result to its respective Eventbrite page to allow users to complete the experience and book tickets to events they were most interested in.

It is also important to note that we really wanted to have a valid time conflict attribute and this was our next big project. We included it and made sure it works well, allowing users to see when they have a time conflict with an event they want to go to, and allowing them to quickly choose to attend events that peak their interest and fit with their schedule. Overall this was a success, and was a big defining point in our app.

We are proud of how far we came. We started with a crazy idea and still want to see it develop (Reference "Plans for next version - Gantt Chart Documentation"). Due to the constraints we identified, we worked to get the core business requirements done, a calendar integrated app allowing the user to see events in comparison to their availability. Please refer to other documents in our repository as well as notes and comments in our code to see how our team developed and hoped to develop.

Last Updated: 05/02/2016