

### Three Lessons Affecting CS190

- Scheduling conservatively, and focusing on getting visible milestones done will really be an important focal point. This is the first large, multi-person project for most of us, and most of us also have little experience estimating how long particular tasks will take. If we choose our schedule poorly, we're going to all get stressed out, and possibly not even finish. If we choose attainable, noticeable milestones spaced reasonably, we'll stay upbeat through the whole thing.
- Willingness to accept other people's suggestions either to improve code, improve a feature, or improve debuggability/testability will be something we'll all have to do. Most of us have mostly written our own code, and are used to our own style, or make certain assumptions when writing code which others aren't necessarily comfortable with (and frequently result in bugs). One of the greatest benefits to working on a project in a group is getting input from other people who may catch things you've missed, or think of things you would like to do going forward. We'll all have to swallow our own pride and stubbornness.
- Keeping our eyes on the larger goals of the course – a large, *usable* product, will be hard. Most of our prior experience was for course assignments, where usability was not key, only functionality. It's easy to get stuck focusing on a feature functioning, forgetting about how well it functions. Even though our project is something which we are also users for.