

# Reflection & Documentation — My Journey in the War of Minds Competition

This competition has been a really interesting experience for me. When I first started, I didn't really know what to expect. Each task felt like a new challenge, and I learned something different from all of them. Here's how everything went from the beginning until now:

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## ***Day 1 – Creativity Pitch***

The first task was to talk about my skills and how I would use them to solve a real-life problem. At first, I didn't know what to say because it felt weird writing about myself. I also wasn't sure if my skills were important enough.

### **Challenges:**

- Didn't know how to start
- Felt unsure about my skills
- Afraid my idea wouldn't make sense

### **How I fixed it:**

I wrote down all my ideas first without thinking too much. Then I chose the ones that made the most sense. After that, the whole thing became much easier.

### **What I learned:**

- I actually have useful skills
- Confidence grows when I try
- Ideas don't have to be perfect in the beginning

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## ***Day 2 – Design Challenge***

Once I finished the pitch, the next task was to design a website idea based on my concept. This was fun but also stressful because I wanted it to look good and make sense.

### **Challenges:**

- Didn't know which layout to use

- Didn't want my design to look boring
- Hard to think like a designer

#### **Solutions:**

I looked at other websites for ideas and paid attention to what made them work. Then I planned my website page by page so everything had a purpose.

#### **Skills I gained:**

- Better planning
  - How to think about user experience
  - How to organize a design idea
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### ***Day 3 – Technical Test***

This day was probably the hardest. I had to list coding languages, explain their use, and work with technical terms. I was confused at first because there are so many programming languages.

#### **Obstacles:**

- Didn't know which language belonged where
- Felt overwhelmed
- Hard to explain things clearly

#### **How I solved it:**

I grouped the languages based on what they are used for: websites, apps, formatting, and databases. This made everything easier to understand and explain.

#### **What I learned:**

- Research is important
  - Slowing down helps a lot
  - Technical things get easier when you break them down
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### ***Day 4 – Reflection & Documentation***

Now I'm reflecting on everything I did. This part made me realize how much I've improved since the start. At first, I wasn't confident, but step-by-step I got better.

### **Challenges during the journey:**

- Overthinking
- Doubting myself
- Stress when things didn't go right

### **How I handled them:**

- Took breaks when frustrated
  - Asked questions when I needed help
  - Worked step-by-step instead of rushing
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### ***Final Thoughts***

This competition taught me more than I expected. I learned about creativity, design, research, and technical work. But I also learned patience, problem-solving, and believing in myself. I'm proud I made it this far, and I'm glad I didn't give up.