

Reflection Report Template

Student 1

University of Southern Denmark, SDU Software Engineering, Odense, Denmark
Email: student1@mmmi.sdu.dk

I. Contribution

In this section, reflect on your personal contributions to the project. Consider the specific tasks you contributed to in the design, implementation, and experimentation phases. Highlight any unique ideas or solutions you provided, how you collaborated with your team, and the impact of your work on the project's overall success. Use the table below to show who the main contributor of each section is and who reviewed each section.

Section	Manin Contributor	Reviewed By
Abstract	Student1	Student2, Student3
Introduction and Motivation	Student2	Student1, Student3, Student4
Problem, Research question, and approach	Student3	Student2, Student4, Student5
Literature Review	Student4	Student1, Student3, Student5
Use case	Student5	Student2, Student4
QAS	Student1	Student3, Student5
Design	Student2	Student1, Student3
Empirical Evaluation	Student3	Student2, Student4
Discussion/Future work	Student4	Student1, Student5
Conclusion	Student5	Student3, Student4

TABLE I: Project contributions

II. Discussion

This section should focus on the challenges and successes you encountered throughout the project. Discuss any difficulties in design or implementation, how you addressed them, and what you learned from these challenges. Also, highlight the successful aspects of the project, emphasizing what worked well and why. The discussion should provide a balanced view of the project's process.

III. Reflection

Use this section for reflection on your learning and growth throughout the project. Reflect on how this project has influenced your understanding of software architecture and quality attribute testing.

IV. Conclusion

Conclude your reflection by summarizing your key takeaways from the project. Highlight the most significant lessons learned, both in terms of technical skills and personal development.